



DRAGONS OF SPRING



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DRAGONS OF SPRING

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INTRODUCTION

The great saga of DRAGONLANCE concludes here.

At the end of 1985, players of *Dungeons & Dragons* had already enjoyed over a year's worth of adventure in the world of Krynn. Fantasy readers had been introduced to the remarkable story of the Innfellows, the wicked Dragon Highlords, and the return of both the True Gods and the dragons of legend to a world stricken by war. Following on the success of *Dragons of Autumn Twilight* and AD&D modules *DL1* to *DL4*, TSR continued the Chronicles trilogy, starting with a sourcebook (*DL5 Dragons of Mystery*), and the novel *Dragons of Winter Night*, and AD&D modules *DL6* to *DL9*. *Dragons of Spring Dawning*, the final installment in the DRAGONLANCE Chronicles, built upon the first two novels and brought the saga to a triumphant conclusion. The last story arc in the modules, *DL10* to *DL14*, would do the same for players of the campaign.

Dragons of Spring combines the classic DRAGONLANCE adventure modules *DL10 Dragons of Dreams*, *DL12 Dragons of Faith*, *DL13 Dragons of Truth*, and *DL14 Dragons of Triumph*, revising and repackaging the third chapter of one of fantasy's most enduring sagas (*DL11 Dragons of Glory* was a strategic war game module, and served as a reference for the *War of the Lance* sourcebook.) You will need the *Dungeons & Dragons* core rules, the *DRAGONLANCE Campaign Setting*, and the *War of the Lance Campaign Setting Companion* to get the most out of this adventure. Although this adventure makes use of the *Towers of High Sorcery* sourcebook, *Holy Orders of the Stars* sourcebook, the *Bestiary of Krynn* sourcebook, and the *Knightly Orders of Ansalon* sourcebook, these books are optional and all necessary information is provided.

If you are the Dungeon Master, it is strongly suggested that you read this adventure from start to finish, making notes as necessary and paying particular attention to the pacing, themes, and major encounters of each chapter. If you are one of the players, congratulations! Whether you play as one of the original Innfellows, the new heroes introduced in this adventure, or a hero of your own creation, now is the time to stop reading, grab your dice and pencils, and get ready to play the adventure that started it all!

ADVENTURE BACKGROUND

Five years ago, a band of good friends frequented the Inn of the Last Home, the most popular tavern and inn in the treetop city of Solace. They made a pact to go off on their own in search of some sign of the true gods, agreeing to meet back at the Inn of the Last Home on that day five years later. Each taking a different path, they set out for the far corners of Ansalon. Although they returned with little more than stories and rumors to guide them, they would soon embark upon a quest to keep a mysterious *Blue Crystal Staff* out of the hands of a new and dangerous threat, and in so doing restore hope to a despairing world.

Along the way, the heroes uncovered a new race in service to Takhisis, the Queen of Darkness—draconians—and witnessed the invasion of their homelands by the Red Dragonarmy. Led by a high priest of Takhisis named Verminaard, the Innfellows fought to protect the refugees of that invasion, ultimately securing them safety in the valleys near the ancient dwarven kingdom of Thorbardin. Joined by a pair of elven nobles and emboldened by their success, the heroes have reached a critical point in their quest. Rumors of a great tragedy to the east, and the pleas of an elven princess of the Silvanesti for aid, have reached the heroes' ears. Could the knowledge they have gained help them to right those who have been wronged, and unlock the secret at the heart of the Dragon Empire?

Dragons of Spring takes place more or less concurrently with *Dragons of Winter*. Dungeon Masters who feel up to the challenge may decide to take the opportunity to run them at the same time, alternating chapters, until the final chapter (**Chapter 13: Triumph**) concludes both adventures. However, running it in the order presented is just fine.

CHARACTERS IN THE ADVENTURE

This adventure is designed to support the players taking on the roles of one half of the Heroes of the Lance, with some new heroes joining them at the start of the adventure. However, it is flexible enough that it can also be played using characters of the players' own design, as long as certain vital character archetypes are represented. This section explains how to go about using the classic characters or facilitating the creation of original characters that fit into these archetypes. If you have already played through *Dragons of Autumn*, you will already be acquainted

with these archetypes. Like *Dragons of Winter*, the focus on various archetypes has shifted to reflect the overall themes of the final part of the trilogy.

PLAYING THE HEROES OF THE LANCE

If you and your players elect to play this adventure with the Heroes of the Lance, you'll find stat blocks for them in **Appendix Two** on page 301. Feel free to make adjustments to them as you see fit; however, before making a major change, examine the adventure carefully to be certain you're not removing a vital aspect of the character. Each pregenerated character has starting equipment packages assigned from the sample packages available to all original characters.

The Heroes of the Lance begin at 9th level. At the start of the adventure, the following are available as player characters: Caramon, Goldmoon, Raistlin, Riverwind, Tanis, and Tika. Four new PC heroes, the elven princess Alhana Starbreeze, the timelost druid Waylorn Wyvernsbane, the swashbuckling elfmaid Serinda Elderwood, and the rugged kender Kronn-Alin Thistleknot become available for use as player characters in the first two chapters, perhaps to replace dead or retired characters, or they may remain NPCs. Refer to **Appendix Two** for more details on when to incorporate these characters; Serinda and Kronn, for instance, may be made available as early as the start of the adventure, if you need additional heroes.

PLAYING OTHER HEROES

You and your players may instead decide to play your own heroes or to replace certain members of the classic lineup. If you choose to go this route, one of the first things to do is to decide at what level the characters should start the adventure. The adventure itself was designed for eight 9th level player characters (the eastbound Heroes of the Lance and those they gather to their cause along the way). This translates to 11th level in terms of the classic four-member balanced party of a fighter, cleric, wizard, and rogue. If your game group decides to use their own characters (or a smaller subset of the original heroes), be sure to keep this in mind.

When designing your own player characters, be certain to cover all the Major Archetypes (discussed below). A character may fulfill more than one archetype.

APPROPRIATE RACES

Most standard Dragonlance races may be used without difficulty. Humans, making up the majority of the residents of Abanasinia and the West, are the obvious choice. Half-elves, kender, and half-kender are almost as easy to work in. Player character dwarves may be either hill dwarves (Neidar) or mountain dwarves (Hylar and Daewar), though the latter must have some reason to have left the safety of Thorbardin. In this adventure, elven heroes may be either Silvanesti or Qualinesti elves, although their homelands have been overrun and their people have fled across the seas to safety. For the most part, gnome characters will require special backgrounds.

More exotic and monstrous races are more difficult to explain, but certainly not impossible. Because the adventure begins at a higher level, it presents a good opportunity for a player who wants to try a race with a level adjustment, such as a centaur. Half-ogres have potential. Full-blooded ogres, minotaurs, and sea elves are encountered in larger numbers in this chapter of the campaign, and any one of them might be taken as a player hero (albeit one who is an outcast from his culture). A goblin is a playable, if weak, character. A hobgoblin would make an interesting foil for one of the villains in the story.

Only a few races are completely inappropriate. Tarmak are unknown on Ansalon at this time. Draconians are the enemy and could not possibly be a hero at this point in history.

APPROPRIATE CLASSES

Almost any class appropriate for DRAGONLANCE in general would be appropriate in this adventure. However, keep in mind that this adventure occurs in the Age of Despair. Two important conditions of the universe exist that restrict appropriate classes.

First, the gods of Light have only recently returned. Characters may have levels of cleric, but unless they serve an Evil god, they gain no god-granted class features (supernatural and spell-like abilities or spellcasting). Similarly, other divine spellcasters (ranger, druid, and paladin) do not have their god-granted abilities. If a player chooses to take a level of one of these classes, the character must read the *Disks of Mishakal* (currently in the possession of Elistan), and then devote himself to a god in order to gain the benefits of the class. You may decide as Dungeon Master that the cleric either begins the



game having read the *Disks of Mishakal*, or that Goldmoon is an NPC party member, especially if you do not want to role play out this spiritual epiphany during play.

Additionally, the Summer of Chaos that will reintroduce ambient magic to mortals is still many decades away; mystic, sorcerer, and bard are therefore unavailable classes. Only those creatures that have access to ambient magic to begin with may take levels of sorcerer or mystic: dragons (including aurak and bozak draconians), fey, and other natural spellcasters. Ordinary mortals (such as the heroes) will not have access to this class.

MAJOR ARCHETYPES

These are the major archetypes that should be fulfilled in the adventure. If your players create their own characters, be certain that these four archetypes are represented. Having the players talk over their various concepts and ideas, and letting them decide among themselves which archetypes they would like to play, allows them to agree on these roles and work toward a complementary group similar to the original Innfellows.

Archetypes have no direct game benefit, although some mention of them is made in the text of the adventure, and some things may happen to specific heroes who represent this archetype. If you are playing this adventure with the standard rules for XP, then consider giving Personal Story Awards to players who stick to their heroes' archetype. If you are using the simplified advancement rules, you may reward players who role play their archetypes well with other one-use benefits—a +2 luck bonus to an attack roll, skill check, or saving throw of their choice, for instance.

THE CONSCIENCE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Conscience archetype is the heart of the group, the hero who grew from innocence and naiveté to become the party's moral compass. It is the role of the Conscience to make sure that the Leader leads from his convictions, the Sage draws upon his knowledge for good, and the Prophet remains on the path of the Light.

THE CLASSIC CHARACTER

Tika Waylan serves as the Conscience archetype in the story. In *Dragons of Autumn*, she was the Ingénue, but her time with the Heroes of the Lance has allowed her to grow into a young woman of strong character. Tika is a freckled-faced redhead who is as beautiful as she is fiery. Where once her companions had to keep an eye out for her in case she fell into dangerous waters, now she helps to steer them toward their goal, support and encourage them when they falter, and remind them of their humble origins. Her love for Caramon, respect for Tanis, and fears for the path that Raistlin treads keep her with the party, despite her awkward beginnings.

WHAT COULD REPLACE THE CHARACTER

There is no specific subset of character classes that suits the Conscience the most. Tika, as a rogue and fighter, has a good mix of martial skill and subterfuge. She has the bluff and bluster needed to keep her head above water while she looks out for her friend's flagging spirits. A cleric, especially one who has not taken the Prophet role upon himself, might be a good candidate for the Conscience. Paladins, Knights of Solamnia, and other characters with a morale code of conduct also make excellent Consciences.

THE PROPHET

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Prophet is chosen by the gods of Light to hear Mishakal's calling. She obtained the *Blue Crystal Staff* and, using it, retrieved the *Disks of Mishakal*—the holy scripture that will return knowledge of the gods to the people. Now that the Disks are safely in the hands of the Shepherd, Elistan, the Prophet continues to carry the Light forward into the darkness.

THE CLASSIC CHARACTER

The plainswoman Goldmoon was chosen by the goddess Mishakal to bear the ancient artifact known as the *Blue Crystal Staff*. As the Prophet, Goldmoon is fated to bring the knowledge of the true gods back into the world. While she does not fully comprehend how to accomplish this, she has accepted the responsibility of this task. Raised as royalty among her people, Goldmoon is not afraid to take a commanding role when one is needed, but

she also has the wisdom to allow others to lead when necessary. She is soft-spoken but always maintains an air of confidence and dependability.

WHAT COULD REPLACE THE CHARACTER

This adventure requires a cleric, for healing during and after combat if nothing else; if Goldmoon is not used, another character with a spiritual outlook should be created. The player taking on the role of Prophet need not be purely devoted to taking levels of cleric; his role is that of Lightbringer, not shepherd of the flock (that role belongs to Elistan in *Dragons of Winter*). This character must be of good moral alignment.

THE LEADER

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Leader is the face of the group. He does the talking in delicate social situations, he negotiates with friends and enemies when appropriate, and he is trusted to make many decisions on behalf of the entire party.

THE CLASSIC CHARACTER

Among the Heroes of the Lance, Tanis Half-Elven reluctantly takes on the role of the Leader archetype. Although he often doubts himself, his companions frequently look to him for guidance and direction. Being a half-elf, Tanis has a unique outlook on life. He understands being a victim of prejudice and is never quick to judge or underestimate a person he meets. His long life and wanderings have made him one of the more worldly and experienced of the companions. Tanis often broods over internal conflicts, but he is careful to conceal his true emotions. He doubts his leadership abilities, he struggles over his love for both the human Kitiara and the elf maid Laurana, and he is at odds with his mixed heritage. In his leadership role, Tanis understands the strengths and weaknesses of his companions; he works to bring out their best in any situation. If there is a diplomatic solution to a situation, Tanis will usually be the first to take advantage of it.

WHAT COULD REPLACE THE CHARACTER

Any charismatic character with a sense of responsibility can fill this role. The other characters should like and trust him, even if he doesn't trust

himself. It's unlikely a wizard can fill this role, but many other classes can; a noble or a charismatic fighter would be ideal.

THE SAGE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Sage is a central character in many fantasy tales. In this adventure, most of the heroes are ignorant of Ansalon's history, but it is through uncovering and understanding the past that the heroes prevail in particular tasks. The Sage is extremely important to the group's success throughout the adventure.

THE CLASSIC CHARACTER

The red-robed mage Raistlin Majere fills the role of the Sage archetype for the Heroes of the Lance. He is highly intelligent and has a thirst for knowledge. Raistlin is physically weak, his body broken by the Test of High Sorcery. Therefore, Raistlin draws strength from his knowledge. He jealously guards it, doling it out in small portions. Raistlin has an air of mystery about him and when he speaks he is often biting and sarcastic. He keeps many things to himself and only reveals his knowledge if he believes it will further his own goals or will prove to others he is not as weak and helpless as they believe. He gains a measure of satisfaction in seeing others put his knowledge to use, especially when he uses knowledge to manipulate them to do his bidding.

While Raistlin's quest eventually leads him to embracing the dark arts and exchanging his red robes for black, there is no requirement for this to happen in this adventure. The Sage should be tested, and make difficult choices, but the choice that he makes should always lead to understanding.

WHAT COULD REPLACE THE CHARACTER

A wizard, though not required for *Dragons of Spring*, is certainly useful. Spell support for the party is always extremely helpful. But the role of a Sage could be filled by a master with the sage focus, or a rogue with a number of skill points dedicated to various knowledge checks; however, selecting those classes over wizard will lessen the overall combat effectiveness of the group. If the heroes recruit Serinda Elderwood to their cause, her wizard training may help to offset any that the Sage lacks if he is not a pure wizard.



ADDITIONAL ARCHETYPES

These are some additional archetypes that can be included in the adventure. Although they are not necessary, you may find that you have a more balanced party if the players in your group select one of each kind instead of doubling up.

THE ENIGMA

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Enigma is the mystery-man, the archetypal hero who holds secrets from others but mostly from himself. The Enigma shifts and changes during the course of the campaign, often without warning, making sure that the party remains aware and on their toes. More importantly, the Enigma may provide the essential nugget of information or the critical talent or skill that the heroes require when the situation is the most dire.

THE CLASSIC CHARACTER

Waylorn Wyvernsbane fills the role of the Enigma for this adventure. Although he professes to be a druid and a custodian of the wilderness, his armor shows that he has Solamnic influences. Waylorn can barely recall anything of his past, but he may have been a contemporary of Huma Dragonbane—or Huma reincarnated. Using his druidic spells and abilities for the cause of Good, Waylorn may at times seem serene and mystical, at others violent and vengeful. When the end of the adventure draws to a close, the mysterious druidic avenger's true nature may be revealed. Alternately, he may just be a crazy old hermit stuck in a Tower. . . .

WHAT COULD REPLACE THE CHARACTER

The Enigma is an excellent choice for a hero who does not know who he is, or what his purpose might be. Anyone can fill the role of the Enigma. Berem Everman is an NPC Enigma, for instance, and even Fizban seems to be more than he appears. For a player hero, however, it is most important that the Enigma keep some of his abilities under wraps, not because he is suspicious or distrustful of the other heroes, but because there are dark eyes open everywhere.

THE NOBLE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Noble represents that highest of offices, a member of the royal family of one of the great races of Krynn. Although many come from such a background, the Noble embraces it fully, accepts it as that which defines him most of all. The Noble seeks to correct the corruption that strikes at the heart of his kingdom, and root it out, for a state that has rotted from below cannot stand. The Noble may be aggravating, aloof, or imperious, but his heart is just and his actions inspire the others.

THE CLASSIC CHARACTER

Alhana Starbreeze is the quintessential example of the Noble in the saga. Daughter of the Speaker of the Stars, heir to the throne of Silvanesti, with a bloodline that extends back to mighty Silvanos himself, Alhana's every word and deed carries the weight of that legacy. As the adventure opens, all that she knows dear has been befouled by the evil of the Dragonarmies. Malice has infected her woodland home like a cancer. Thus, she seeks heroes, individuals of conviction and strength like herself, to join her in freeing her homeland from the grip of the Nightmare. In return, she may join them in ridding the rest of Ansalon from this vile blight.

WHAT COULD REPLACE THE CHARACTER

Whether or not Alhana is taken as a player hero in this adventure, the archetype of the Noble can be an entertaining and rewarding one for any character. Obviously, the noble character class is the purest representation of this archetype, but nobility goes beyond that class. Few if any Noble characters will be chaotic-aligned or from a rustic background, however, making it less likely that a rogue, druid, ranger, or barbarian will take this as their archetype.

THE PROTECTOR

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Protector is the archetype who is always willing to put himself in harm's way for the good of the party. He will step into any fight to shield the ones he loves.

THE CLASSIC CHARACTER

Among the Heroes of the Lance, Caramon Majere fills the role of the Protector. Caramon is a good-looking, strapping young man with a big heart. He

cares deeply for all the companions and is always willing to place himself between them and any threat that may come their way. Caramon is protective of anyone who is physically weaker than himself, which is just about everyone. This goes double for his twin brother Raistlin who is often sick. Caramon and Raistlin often fight back-to-back, combining their strengths and ensuring that Caramon can defend the wizard. The longer he spends with Tika, however, the more he finds his loyalties being divided.

Riverwind, companion and defender of Goldmoon, also qualifies as a Protector.

WHAT COULD REPLACE THE CHARACTER

The role of the Protector will most likely be served best by a skilled warrior who can stand at the front of the party in any battle and is able to take a beating. Knights and fighters make the best protectors, although a barbarian could also fill the role.

THE RANGER

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Ranger is often seen as a dark and stoic warrior. The party relies on the Ranger for his combat abilities and his knowledge of wilderness and nature when traveling to distant lands. The Ranger archetype is not usually suited to take a leadership role, as most rangers prefer not to deal with people in general.

THE CLASSIC CHARACTER

Riverwind fills the archetype of the Ranger in the Heroes of the Lance. He rarely speaks; when he does, it is short and to the point. Riverwind is content to follow Goldmoon on whatever path she may take, and he will serve and protect her with his dying breath. He will do the same for any of the companions he feels he can trust. The rest of the Innfellows depend on Riverwind for his skills in battle and wilderness survival. Since he is more of a follower than a leader, he is uncomfortable with giving orders and would prefer to perform missions on his own (or with Goldmoon) rather than taking on any kind of leadership position.

Kronn-alin Thistleknot possesses some of the qualities of the ranger, and has levels in the ranger class, but Riverwind is a much better example of this archetype.

WHAT COULD REPLACE THE CHARACTER

Any character with good fighting abilities and survival skills could fill this role. Player characters with the barbarian, fighter, or ranger classes are the most likely candidates to fill this archetype. Monks or nobles with skill points in survival would also make an interesting choice. If Riverwind is not a player hero in this adventure, Kronn (who appears in Chapter 10) may take on many of this archetype's traits in addition to his own.

THE REBEL

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Rebel is the gadfly, the militant activist, and the challenger of authority. Everything he does, he does because he doesn't like the status quo, and seeks to overthrow the people in charge. Of course, while the Rebel hates to be told what to do, he is willing to go along with a plan if the end result is the liberation of the underdog and the humiliating defeat of the tyrant.

THE CLASSIC CHARACTER

Kronn-alin Thistleknot is the plucky and stalwart son of the famous kender leader, Kronin Thistleknot. Kronn fills the role of Rebel for this adventure, drawing the Heroes of the Lance into the underworld resistance against the Dragonarmies. A beloved friend and confidant of Serinda Elderwood, the Swashbuckler, Kronn employs his talents as a tracker and guerilla fighter against the Dragon Empire's occupationary forces in Goodlund and Balifor. He hopes to one day be as rebellious and famous as his legendary father.

WHAT COULD REPLACE THE CHARACTER

The role of the Rebel would suit any character class, although the rogue, ranger, and fighter lend themselves more to the archetype's requirements. Most Rebels are, by their nature, chaotic. This would usually rule out paladins and Solamnic Knights, but in times of war such bizarre characters have been known to rise from the oppressed and the downtrodden.



THE SWASHBUCKLER

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Swashbuckler is the archetype who revels in acts of drama and daring. Lightly armored and quick on his feet, the Swashbuckler is a pirate, a scoundrel, and a charmer, but he does it all with a twinkle in his eye and a good heart.

THE CLASSIC CHARACTER

Serinda Elderwood, of House Mariner, fills the Swashbuckler role in this adventure. The daughter of wandering elven shipwrights, her family was killed far from Silvanesti, leaving her alone and adrift. Her skills as a sailor and the hardened will that came about in the face of her loss steeled her for a life on the waves. Serinda acquired some talent as a mage, and her magic is as stylish as the rest of her. Despite her tragic background, the elfmaid has risen above her pain and embraces it. She is quick-witted, more passionate than most elves, and a maverick in the face of the Dragon Empire's oppression.

WHAT COULD REPLACE THE CHARACTER

The role of the Swashbuckler may be taken by any lightly-armored fighter, rogue, or ranger, but it is tailor-made for a mariner hero. Serinda combines mariner skill with wizard talent, which only goes to show that mixing it up can add spice to the Swashbuckler's repertoire. Maquesta Kar-Thon, the half-elf pirate the heroes encounter in **Chapter 10**, would also make a very suitable Swashbuckler hero.

RUNNING THE ADVENTURE

Dragons of Spring has been designed to capture the spirit of the classic modules while re-imagining some of the original game play to enhance your experience of the **DRAGONLANCE** saga. Notable elements, options, and features of this adventure are discussed below.

TIME AND THE ADVENTURE

Unlike *Dragons of Autumn*, which followed a fairly tight schedule because of the invasion of Abanasinia, *Dragons of Spring* may take weeks or months to complete in game-time. For this reason, no detailed timeline has been provided.

THE MOONS OF MAGIC

The Wizards of High Sorcery are influenced by the phases of the three moons: Solinari, Lunitari, and Nuitari. Because this can have a dramatic effect on the spellcasting and capabilities of wizard heroes, you should pay careful attention to the phases of the moons as the days and weeks progress throughout the adventure. As *Dragons of Spring* has no detailed timeline, no moon chart has been provided, although the initial moon phases (at the start of the adventure, in Tarsis) are as follows:

Date	Solinari	Lunitari	Nuitari
Autumn	3rd day Low	6th day Low	1st day High
Dark 3rd	Sanction, Waning Crescent	Sanction, Waxing Crescent	Sanction, Full Moon

For more information on moon magic and the effects of the phases on Wizard of High Sorcery characters, see the *Dragonlance Campaign Setting* or the *Towers of High Sorcery* sourcebook.

You may decide to allow other wizard characters, such as Serinda Elderwood, to benefit from the phases of the moons even though they do not possess levels in the Wizard of High Sorcery prestige class. Do so at your own discretion, however. Dabblers and renegades seldom have the strength of conviction necessary to establish such a bond with the Gods of Magic.

A NOTE ABOUT DRAGONS

Dragons are a staple in most fantasy games, and **DRAGONLANCE** is no exception. However, keep in mind that, when the adventure begins, most of the world has not seen a dragon since the end of the Third Dragon War, when Huma Dragonbane and his companion Heart defeated Takhisis—and this was over 1,300 years ago. Since then dragons have become a thing of legend, little more than characters in children's stories and religious mythology. Some believe they never existed at all. As the Dragonarmies of Takhisis stormed through the lands of free peoples, human, elven, and dwarf, this naïveté has faded and grown into fear. At this point in the history of Krynn, a fully-grown dragon inspires immense awe and fear in all who look on it, for now it is the representation of all that is evil in the world.

ADVENTURE SITES AND SCENES

Throughout this adventure, key locations are often broken out into Adventure Sites, such as Port Balifor, which summarize important information and characters in those locations, and Scenes, which describe action events such as battles, negotiations, or chases. Each Adventure Site typically includes people to meet, places to visit, and things that happen in that location. Each Scene describes the situation, any creatures or characters present, what tactics they use, and so forth. Together, these elements are designed to move the story along while providing the Dungeon Master with a number of easily expanded hooks into further adventure.

A WORD ABOUT SHADED TEXT

This adventure provides shaded text for the benefit of those Dungeon Masters who like to have a summary of a scene or location. The use of shaded text is by no means required; many excellent Dungeon Masters eschew the use of shaded text and instead feel more comfortable describing the action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

CHARACTER ADVANCEMENT AND EXPERIENCE POINTS

Player characters advance much faster in 3rd edition *Dungeons & Dragons* than in older editions and, if allowed XP in the normal way, the heroes may quickly outpace the power levels of the adventure. To closely approximate the character advancement rate of the classic DRAGONLANCE modules, *Dragons of Spring* handles character advancement and experience points differently than standard *Dungeons & Dragons* and DRAGONLANCE games. All heroes are assumed to have a number of XP equal to the

“halfway point” between the character’s current level and the next one. In order to keep the power level of the player characters consistent with their challenges, the heroes will gain one new level at the end of each major story arc:

- Freeing the elven homeland of Silvanesti from the Nightmare of Cyan Bloodbane.
- Foiling the plots of Sevil Draanim Rev and Kitiara in Flotsam.
- Assisting the sea elves in overcoming the armies of the deep.
- Traveling through the Glitterpalace and gaining the knowledge required to defeat the Dark Queen.
- Preventing the Queen of Darkness from stepping through the Portal into the world of Krynn.

MAGIC ITEM CREATION DURING THE ADVENTURE

When using the advancement rules for *Dragons of Spring*, the creation of magic items by heroes with Craft Item feats requires some adjustment. The heroes may not always have time to make use of Craft Item feats; however, if the players want to create scrolls or potions, assume they have a “pool” of XP available to them based on their current character level. After each story arc is complete and the heroes advance a level, a new pool is made available. Unused XP from previous levels are carried over at a 5 to 1 ratio, so if 500 XP are left unused from a level once a character advances, only 100 XP are carried over.

Level	Craft Item XP Pool
9th	4500
10th	5000
11th	5750
12th	6500
13th	7250
14th	8000

CHAPTER NINE: DREAMS

“I always knew it would come to this,” the knight said slowly. “I will die before I place myself under your protection, Raistlin.”

And with that, the knight turned and walked deeper into the forest. Tanis saw the leader of the elven undead make a gesture, detailing some of his ghastly band to follow. The half-elf started after, then stopped as he felt a surprisingly strong hand grip his arm.

“Let him go,” the mage said sternly, “or we are all lost. I have information to impart and my time is limited. We must make our way through this forest to the Tower of the Stars. We must walk the way of death, for every hideous creature ever conceived in the twisted tortured dreams of mortals will arise to stop us. But know this—we walk in a dream, Lorac’s nightmare. And our own nightmares as well. Visions of the future can arise to help us — or hinder. Remember, that though our bodies are awake, our minds sleep. Death exists only in our minds—unless we believe otherwise.”

“Then why can’t we wake up?” Tanis demanded angrily.

“Because Lorac’s belief in the dream is too strong and your belief is too weak. When you are firmly convinced, beyond doubt, that this is a dream, you will return to reality.”

“If this is true,” Tanis said, “and you’re convinced it is a dream, why don’t you awaken?”

“Perhaps,” Raistlin said, smiling, “I choose not to.”

Dragons of Winter Night

By Margaret Weis and Tracy Hickman

SYNOPSIS

In this chapter, the third book of the **DRAGONLANCE** Classic campaign begins and the Heroes of the Lance are rescued from the clutches of the Dragonarmies in Tarsis by an elven princess. She claims that a fabled artifact known as the *dragon orb* lies at the heart of her homeland. The heroes will journey east across the Plains of Dust, to the ancient realm of the Silvanesti elves. Once they arrive, they discover that the elven kingdom is under a dark enchantment crafted from nightmares. Facing their fears the heroes will make their way through the bleeding woods to the Tower of the Stars where they face off against the terrible force behind the nightmare and hopefully claim the *dragon orb* for themselves.

THEMES

Dreams are the central theme of this chapter. The heroes will find themselves caught in the grips of a dream from which they cannot awake. Within this dream they will experience not only nightmarish creatures, but visions of their past, their future, and things that may or may not come to pass. The dark and tortured nature of these dreams represents the darkness of the evil Dragonarmies spreading across the continent of Ansalon. The heroes’ perseverance in the face of overwhelming evil will prove their heroic intentions to themselves and eventually to the world. This chapter stands out from previous chapters in the campaign in that it opens up new role playing opportunities for the players.

ADVENTURE START

This chapter begins in one of two ways, depending on whether your group has played through *Dragons of Autumn* or is starting the campaign with this adventure. Each assumes a number of things about the structure of the group, which are covered in more detail in the **Introduction** (see page 4). In addition, each jumps ahead two weeks from the ending of *Dragons of Autumn*, starting the heroes off in the Lordcity of Tarsis.

An alternate way of handling the adventure’s beginning is to use the timeline in **Chapter Five: Ice** (see *Dragons of Winter*) as a guide to playing out the events of these two weeks. A week of travel from Southgate, stopping perhaps in the small village of Hopeful, followed by a week in Tarsis and a meeting with Governor Waythorn might be rewarding. Use this only if you think you can separate the party into two groups, one of which is the focus of this adventure *Dragons of Spring* (and the other of which went into *Dragons of Winter*).

IF DRAGONS OF AUTUMN WAS PLAYED

Read or paraphrase the following introduction to this adventure:

You sit in the musty common room of the Red Dragon Inn—not a particularly funny name, considering what you have been through these last few months.

Now this! You have traveled long miles over frost-hardened plains in search of escape from the Dragonarmies, only to find that the great seaport of Tarsis is landlocked! The ancient maps were wrong. The ships of the harbor now lie frozen in mud. There is no escape this way.

This beginning divides the party into two groups, as discussed in the **Introduction** chapter. It also simplifies matters, placing the travel from Southgate to Tarsis and the events of the past week in the Lordcity as background rather than game events. Because some of the players may be taking on heroes that are new to this adventure, they will want some time to read over the new character sheets. Let them do this, and then drop them into the action right away with the first scene described under **Things That Happen in Tarsis** on page 14.

IF DRAGONS OF AUTUMN/WINTER WAS NOT PLAYED

Read or paraphrase this introduction to the adventure for new players:

The world of Krynn teeters on the brink of chaos. First came the Cataclysm. Man’s pride called down destruction from the gods over 300 years prior to this

present time. The might and the glory that was Krynn passed away in that instant. Civilization was plunged into darkness.

Then came the dragons. Awakened from their millennia-long sleep, they now ravage the land under the command of Dragon Highlords, whose highly trained armies are bringing the continent of Ansalon under their domination.

Yet there is hope. The gods have ended their centuries-long silence. A tribal princess of the plains has restored the light and knowledge of the true gods. The healing arts—once lost—are now known again, and a small number of true clerics walk the land. They are eager to spread the truth, yet fearful that their knowledge may perish with them in an instant.

But not all bend quietly to the will of the Dragon Highlords. You are among those who have fought the tyrants with your sword and shield, your magic and prayers. Your efforts have brought you to this city, where you had hoped to gain passage over the seas. Yet this once fabled seaport is now landlocked, the harbor destroyed by the Cataclysm. You and your companions have come to the Red Dragon Inn to try and determine what to do now.

So far, nothing has been able to stop the advance of the Dragonarmies. There are rumors of magical weapons that might aid your cause—powerful lances that slay dragons and mystical orbs that allow the user to control the monsters. But no one knows where to find these weapons. Somewhere in this gloomy city, you must find a ray of hope.

You may want to provide the players with additional information that their heroes would know before the game starts. Knights of Solamnia should have some background about their Orders, elven player heroes should be informed about the evacuation of Qualinesti with the coming of the Dragonarmies, and so on. This will help to acclimate the players in advance of later events in the adventure.

One technique that often works well with new adventures and new heroes is to simply drop the heroes right into the middle of something that is already taking place. This is known as starting *in medias res*, and it gets the action going right away. Use the scenes in **Things That Happen in Tarsis** on page 14 to get the game off to an action-packed beginning, and let the more cerebral side of the game wait a little.

TARSIS THE BEAUTIFUL

Prior to the Cataclysm, Tarsis the Beautiful was a great port city along the Turbidus Ocean. In days of old, fabulous white-winged ships fast carried goods in and out of the land. When the fiery mountain struck Ansalon, the blast caused the sea to recede, leaving Tarsis landlocked, nearly 40 miles from the newly formed coast. While ships may no longer be able to sail away, their remnants litter the section of the city known as New City. The city's population has dwindled ever since the destruction of the Cataclysm. However, it remains highly populated by the plains standards. The city's inhabitants

harbor an intense hatred for the Knights of Solamnia, due to their belief that the Knights could have saved them and somehow prevented the Cataclysm.

The information in this section provides enough to play out the events in Tarsis for this adventure. For more in-depth details about Tarsis and its history, refer to the *War of the Lance* sourcebook.

PLACES TO VISIT IN TARSIS

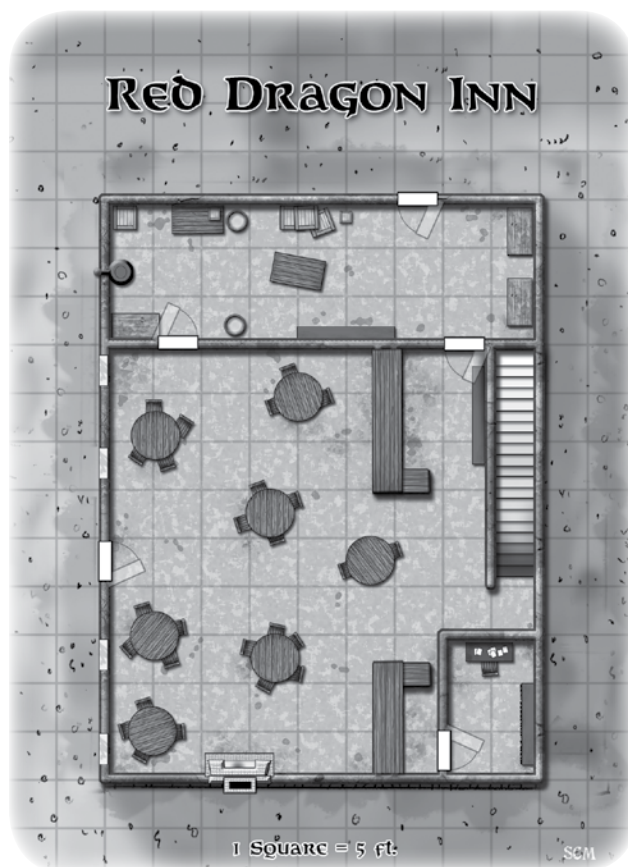
There is no map of Tarsis provided for this adventure considering that as the adventure starts the players are encouraged to leave the city as quickly as possible. The adventure begins at the Red Dragon Inn as the heroes are discussing the little news they have been able to gather so far.

RED DRAGON INN

This is the only inn in Tarsis willing to open its doors to strangers. It is a large, three-story building made of stone and wood, with a spacious common room and kitchen on the first floor, about twenty guest rooms on the second floor, and a brick cellar containing a dry pantry.

The Inn won't play much part in the adventure until the scene in which it is struck by dragon breath in **Things That Happen in Tarsis** on page 14. but if you have decided to play out some of the events leading up to the adventure start or otherwise make changes to the course of the adventure, the Inn will be one of the key locations for the heroes to meet and gather.

Inn prices are double that of the listed costs in the *Player's Handbook*, not only because of the depressed economy but because the innkeepers are "looking the other way" when it comes to who stays in their guestrooms. If the heroes



complain or raise the issue with the innkeepers, they may attempt a DC 20 Diplomacy check to lower the costs to 1 1/2 of the costs instead—or they can try to find lodging somewhere else.

THINGS THAT HAPPEN in TARSIS

It is assumed that the adventure begins with the heroes in the common room of the Red Dragon Inn, but this encounter could actually take place anywhere in the city where the heroes have gathered together. This should allow the DM to add in new heroes as needed into the game.

A NARROW ESCAPE (EL 15)

This is the opening scene, which takes place immediately after you have read the appropriate introduction to the players. The heroes are all together at the Red Dragon Inn. Read or paraphrase the following:

You have gathered together in the common room of the Red Dragon Inn. Several of your friends have gone into the heart of the city, having discovered knowledge of ancient and marvelous magicks called *dragon orbs*. Now your friends are searching the ancient libraries located in Tarsis, hunting for the knowledge of where these *dragon orbs* might be found and how they can be used against the Dragonarmies.

You tried asking the townspeople for help, but everyone stares at you suspiciously. You have been able to pick up some news, however.

A Gather Information or Knowledge (local) check will provide the following information.

DC 5 Alhana Starbreeze, princess of Silvanesti and daughter of the Speaker of the Stars, has recently arrived here in search of aid. She is trying to hire mercenaries to mount an expedition to her homeland. The city council turned down her petition. None have seen her since.

DC 10 The high elves of Silvanesti passed through this place a year ago. There weren't many at first, but their numbers increased. Many believe the elves were leaving the fabled homeland.

DC 15 There are draconians, emissaries of the Dragon Highlords, who daily attend the city council's meetings and advise caution and restraint.

DC 20 Since the Cataclysm, none except the elves of Silvanesti themselves dare cross the borders of that elven kingdom with hope of returning among living men.

DC 25 *dragon orbs*, fabled and magical devices of great power, still exist. One of them is thought to be located in Silvanesti. *dragon orbs* were said to be able to control dragons. With these devices, the war now being waged might well be won in a single blow!

After distributing the gathered information, continue by reading or paraphrasing the following:

Your musings are suddenly shattered. A distant blast of thunder shakes dust from the beams above. More explosions follow in rapid succession, each blast coming nearer to you. Hurrying to the window, you see a terrible sight. Driven wild by panic, people clog the streets. Hundreds of draconians are gliding into the courtyard beyond. Suddenly the roof above you explodes!

The Situation: A flight of four blue dragons blasts the inn with a barrage of lightning bolts. The third floor of the Inn is entirely destroyed and the second floor is a raging inferno. The ceiling of the common room collapses into the room below on top of the heroes. The sky can be seen through the fires of the second floor.

Have the heroes make DC 18 Reflex saves. Failure indicates that the hero takes 7d6 points of crushing damage from the ceiling caving in and falls prone. A successful check indicates only half damage.

Creatures: Seven baaz draconians will enter the Inn two rounds after it has been attacked. Every 1d4 +3 rounds later 2d6 bozak draconians will join them through the front door.

☞ **Bazz draconians (7):** hp 18, see *Dragonlance Campaign Setting*

☞ **Bozak draconians:** hp 26, see *Dragonlance Campaign Setting*

Tactics: The draconians are just looking to make short work of any townsfolk that put up any kind of resistance. They will attack the first person they see in the common room and try to prevent anyone from leaving the inn.

Development: Blue Dragonarmy forces surround the inn. Any location in the city in which the fighting seems to be going against the invading army draws the attention of the blue dragons. It should become readily apparent that the players are fighting a losing battle. Once you determine that the players are in need of help you may read or paraphrase the following:

Suddenly, amid the carnage, a shadow falls over you. Fearfully, you look up. Through the smoke, you see griffons spiraling down past the flights of dragons in the sky. Four of the griffons land next to you. Astride one of them sits a beautiful elven woman.

Her tone is harsh and commanding. "Quickly, fools! I can carry you to safety, unless you prefer to stay here and die!"

The Situation: Alhana Starbreeze has arrived with her griffons. She offers the heroes a chance to escape. She will stay for five rounds before leaving either with or without the players.

Creatures: Alhana Starbreeze, the elven princess, and four of her griffons.

☞ **Alhana Starbreeze:** hp 53, see page 301

☞ **Griffons (4):** hp 59, see *Monster Manual*

Development: If the heroes accept Alhana's offer, the griffons will hold the draconians at bay long enough for the heroes to grab their equipment and mount the beasts. The griffons will then leap into the sky and fly eastward. They will not go in any other direction. The griffons obey only Alhana.

If the heroes choose not to go with Alhana, continue as follows:

The griffons depart as quickly as they came. The draconians cheer and close in, battling ferociously, for now they can smell victory... and blood.

The Situation: With the griffons gone the draconians will close in calling out for more reinforcements. One of the blue dragons will be called in to assist in the fight.

Creatures: An adult blue dragon will arrive in 1d4+1 rounds. This one dragon will be extremely challenging for the heroes to face especially in their current condition. Two or more dragons present a significant danger to the heroes, so this should be avoided.

☞ **Blue dragon, adult:** hp 241, see *Monster Manual*

Tactics: The blue dragon has been commanded to oversee the capture of the heroes and will give them an opportunity to surrender before seeking to incapacitate them for further interrogation. The blue dragon will lead with her breath weapon, followed by a charge attack on the strongest looking hero. She already has *bull's strength* and *cat's grace* active, although these spells will only last for an additional 1d4+4

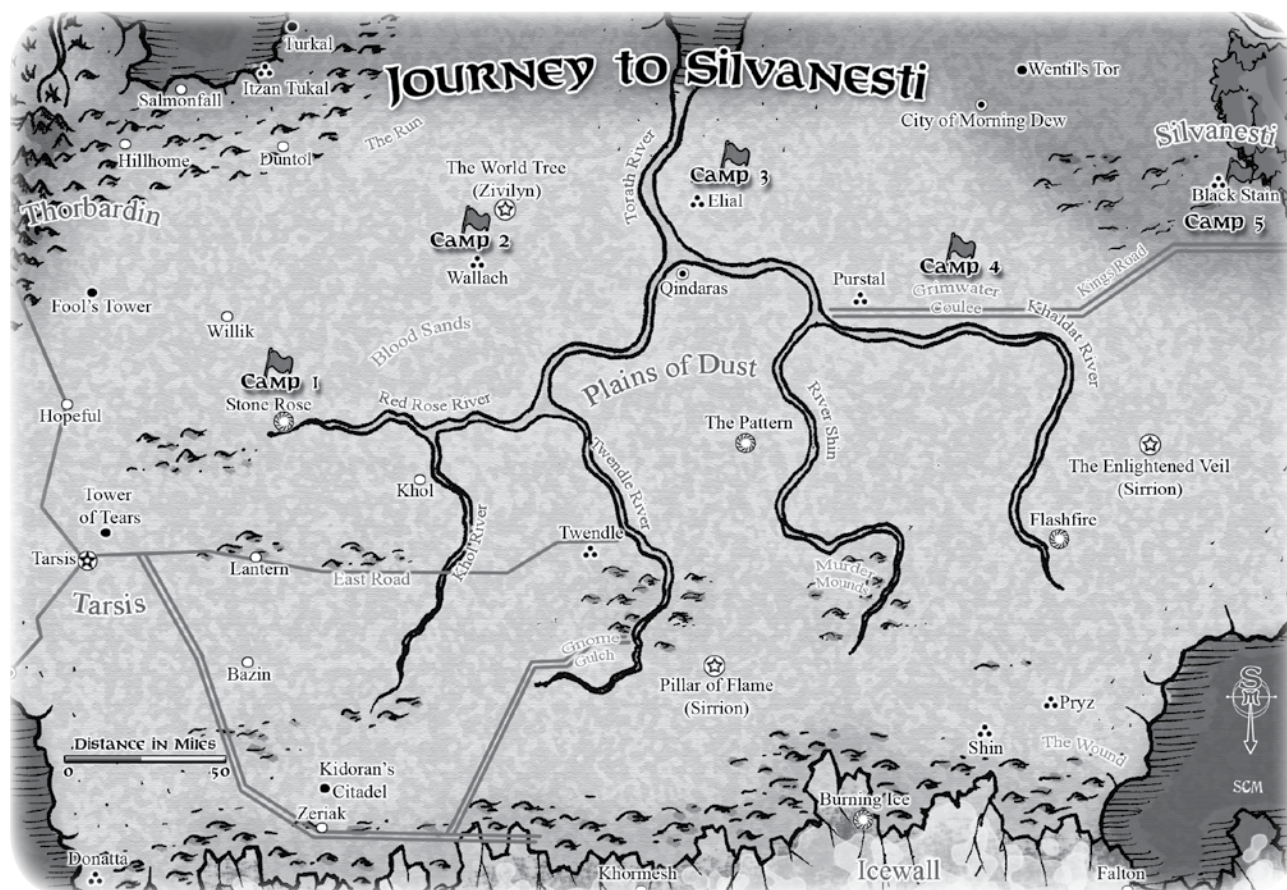
rounds into the combat. If the heroes appear to be gaining the upper hand, she will fly off to gather reinforcements, though the heroes will likely be long gone.

Development: While the Dragonarmy's focus prior to the rescue attempt was on eliminating the heroes, the arrival of griffons into the battle has changed things. The blue dragon will arrive with orders to capture the heroes rather than kill them. The next section of the adventure makes the assumption that the heroes took Alhana up on her offer but could easily be adapted to allow the players to make the journey to Silvanesti on their own.

Any of the heroes captured by the draconians will be subject to interrogation and summary execution. You should, of course, give the heroes a sporting chance of escape (perhaps with Alhana's help) should such an unfortunate event occur.

LEAVING TARSIS THE BEAUTIFUL

Alhana's griffons carry the heroes east out of Tarsis. Behind them the city is a smoking ruin. Hundreds of people can be seen fleeing the city. A flight of four blue dragons see the griffons and their riders and take chase. Being more maneuverable the griffons can eventually out fly the dragons. The heroes should be encouraged to help through the use of spells or missile weapons as appropriate. The griffons will continue to fly higher into the cloud cover above the city and eventually the dragons will give up the chase and dutifully return to the city. Once the dragons have given up the chase Alhana will turn the griffons' course to the northeast into the Plains of Dust.





The heroes may object to leaving their friends behind in Tarsis, but will be unable to stop the griffons' flight as they only listen to Alhana Starbreeze. The elven princess presses them onward to their first camp at Stone Rose in the Plains of Dust. To find out more about Alhana's motives see **What Alhana Starbreeze Knows** (see page 20).

THE PLAINS OF DUST

Created in the aftermath of the Cataclysm, the Plains of Dust is a vast expanse of flat wasteland covering much of southern Ansalon. So named for the fine sands that cover the region, the Plains of Dust begin at the edge of the Kharolis Mountains in the west, spreading east across the continent and south to Icewall Glacier. Once, lush and verdant farmlands covered this area. Now, it is desolate and inhospitable. As travel is long and treacherous here no matter the season, few adventurers venture into this wasted land.

TRAVELING ON THE PLAINS OF DUST

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); Cold plains terrain and Weather (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*); Aerial Combat (see Chapter 8 in the *Dragonlance Campaign Setting*.)

The journey across the Plains of Dust to the forests of Silvanesti will take six days of flying. When crossing the Plains of Dust the heroes will have to make camp in a number of different locations. Scenes have been provided for each camp under the **Things that Happen in the Plains of Dust** section on page 19. Random encounters can be added in between as you see fit.

WEATHER

Travelers should be prepared to encounter varying sorts of unpredictable weather when venturing into the plains. Summers here last only two months. Even in the summer time, the days are barely temperate, and the nights are extremely cold. Harsh winds sweep over the region year round. The summers are dry and dusty. Strong winds swirl the fine dusts and blast dust storms across the land. The winters are bitterly cold with heavy snowfall that hardens to ice early in the season. The winds continue through the winter months, feeding blizzards and whipping snow. Adventurers may be forced to seek shelter more than once before their journey ends, or risk death from exposure to the elements.

For the purposes of this adventure, the temperature on the Plains is only of concern to the heroes at night, when it plunges below freezing and the wind chill causes surfaces to ice over. These are categorized as cold conditions. Every hour the heroes remain in the open and unprotected, they need to make Fortitude saving throws (DC 15 +1 for each previous check) or take 1d6 points of non-lethal damage from the cold. Heroes with the Survival skill may be able to apply their training to help themselves and their companions.

FLORA AND FAUNA

Sparse vegetation dots the plains. Lucky travelers may find some wild game, including rodents and the large, flightless birds peculiar to this region. Travelers should be wary of the large cats that hunt the plains wildlife. The plains are also

populated by stinging scorpions and venomous snakes. The plains fruit grows out of the brush. This bush bears fruit that is said to provide the nutrition needed for an entire day. This fruit rots quickly once picked, giving off a pungent odor.

PLACES TO VISIT ON THE PLAINS OF DUST

Although some nomadic peoples, both human and centaur, manage to eke out a meager existence here, the Plains of Dust are mostly uninhabited. Alhana has chosen a number of remote villages and ruins to camp at across the plains while making the journey to Silvanesti. Her first stop is the small village of Stone Rose.

TOWER OF TEARS

It is likely that the heroes will fly over this landmark, but if for some reason they leave Tarsis on foot they may encounter this tower.

Prior to the Cataclysm this tower was known as the Tower of Torath. Situated just northeast of the city of Tarsis, it was once a favorite spot for the nobility of that city. Inside the fortified walls were lush gardens tended by an army of servants and natural springs that were reputed to have healing properties. At the center of the complex was a great tower, built by dwarven craftsmen to resemble the elven architecture of Qualinesti; the dwarves channeled the hot springs up through the tower and down the sides, causing the white marble exterior to glisten. The tower's beauty inspired many betrothals among the Tarsian nobility.

Just prior to the Cataclysm the sparkling waters of the springs became poisonous. Within a matter of days all the visitors fell deathly ill. By the time the Cataclysm struck Ansalon every living being within the Tower of Torath had died. The Plainsmen of the region renamed the abandoned tower the Tower of Tears and say that it is cursed. The waters of the springs continue to flow down the sides of the tower, but it is dark and slick with algae. No one dares to test the waters to see if they are still poisonous, but the sound of crying and moans of anguish can clearly be heard from time to time, an echo of those poor souls that died there.

STONE ROSE

The village of Stone Rose lies northeast of the Lordcity of Tarsis in the Plains of Dust. Prior to the Cataclysm the village was a thriving center of trade for the farming communities that dotted the plains, but now it is little more than a meeting place for nomads, outcasts, and the occasional centaur to conduct trade. The village consists of a small collection of stone buildings, many of which stand empty. So far it has remained free of Dragonarmy intrusion, mostly because there is very little the Dragonarmies could want with the village.

The centerpiece of the village is an acre of land that is covered by an incredible garden of stone roses. A maze of stone rose bushes winds through a garden area and great stone topiary of dragons and griffons tower above the stone hedges. There are many legends concerning the sculptures from spells cast by evil wizards to a master sculptor creating the garden for his true love. No one knows the exact origin.

WALLACH

Wallach was once a town centered on the worship of an ancient god known as Zivilyn, but it has been centuries since anyone has uttered a prayer in Wallach to that deity. Much like Stone Rose the village of Wallach is comprised of many empty stone buildings. Ruined temples and shrines to the god of wisdom can be found half buried in the ground. A low stone wall, broken in places surrounds the town. From the northern edge of the town a single tree can be seen on the horizon. Traveling to the tree reveals it to be a massive thriving vallenwood, much like the trees of Solace.

The town of Wallach proved to be much more prosperous than Stone Rose and just a few years ago had more than a thousand residents. Unfortunately a rare earthquake collapsed the town wells forcing most residents to leave the town. Now, the village has largely been abandoned.

QINDARAS

Easily the largest and most populated town in the Plains of Dust, the town of Qindaras is situated at the convergence of the rivers that form the Torath River before they drain into the New Sea to the north. The town is laid out into six districts each ruled by a nominal lord. The ruler of the city is **Potentate Aniirin V** (LE male human noble 6/rogue 4).

The Potentate was quick to align himself with the Dragonarmies and even dedicated his own gnoll forces with the armies. The town is now a main base of operations for the Red Dragonarmy in the region.

RUINS OF ELIAL

Approximately thirty miles north of the town of Qindaras lie the Ruins of Elial. This was once a bustling town prior to the Cataclysm and a sister merchant city to Purstal to the southeast. Trade roads from Elial lead to Purstal, Wallach and Qindaras, but are soon lost in the sand and snow of the plains. Now, like many of the towns in the Plains of Dust, it is abandoned with the exception of the occasional lairing monster.

At least the ruins offer a place to take refuge from the bitter cold. Rotting wooden structures can easily be torn down to make firewood and large stone buildings can be used to escape the biting winds and prevent other travelers from easily spotting a campfire.

PURSTAL

Of all the ruins in the Plains of Dust, none are said to be as haunted as the Ruins of Purstal. The once thriving merchant city on the border of the Kharolis province was situated alongside the ancient elevated highway known as the King's Road. In 82 PC the city came under attack from Istar and in an effort to resist the invaders, the mayor of Purstal made a deal with Chemosh and called upon dark forces to raise his fallen soldiers so that he could command them against the legions of Istar. The God of Death granted his request, but not until after Istar had ransacked the city and proclaimed their victory.

Anyone familiar with the region has heard tales of the city and its downfall. At night ghostly lights can be seen moving about the city. Rumors claim that it is the ancient soldiers patrolling the streets looking for intruders into their city. Some people even claim that at the heart of the city is a relic

of the ancient gods that could be used to control the undead army. But no one has been foolish enough to actually search for it.

GRIMWATER COULEE

The Grimwater Coulee is located on the outskirts of the ruins of Purstal to the east. This deep ravine makes a perfect place to hide on the flat terrain of the plains. The sides of the ravine are riddled with small caves where the heroes can hide. From the top of the ridge the ruins of Purstal are plainly visible. The eerie lights of that place can be seen moving through the wreckage.

BLACK STAIN

A trio of ancient dilapidated elven towers sits on the western edge of the Silvanesti forest. A crumbling stone wall surrounds the three towers. For a mile around the tower the dirt and sand of the region is jet black. Vegetation refuses to grow from the earth here and snows melt quickly. Legends claim that the towers once belonged to three elven wizards that unleashed terrible wild magic across Ansalon that ended the Second Dragon War. The cause of the black sands has never been discovered but most plains nomads agree that the place is cursed. The elves of Silvanesti care little what the ignorant barbarians believe as long as it keeps them away from the Silvanesti forests.

RANDOM ENCOUNTERS ON THE PLAINS OF DUST

Although the Plains of Dust may look like a wasteland, the possibility exists that the heroes will encounter one or more threats from native wildlife or enemy forces. Check for an encounter every six hours; the chance of an encounter is 25%. Details of each encounter are provided after the table. Each encounter is unique; if rolled again on the table, re-roll until all encounters have been met.

d%	Day Encounters	Average EL
1-30	Blue dragon scout	11
31-65	Bloodrager giant eagles	10
66-80	Harpy archers (<i>Monster Manual</i>)	13
81-00	Manticore pride (<i>Monster Manual</i>)	10

d%	Night Encounters	Average EL
1-30	Centaur band	10
31-65	Gnoll hunters	9
66-80	Blue Wing kapaks	10
81-00	Displacer beast pack lord (<i>Monster Manual</i>)	12

BLUE DRAGON SCOUT (EL 11)

A lone blue dragon without a rider spots the heroes from the air and heads toward them for a closer look before returning to Tarsis to give their location to the Blue Dragon Highlord.

The Situation: The Blue Wing has a number of smaller blues who have accompanied the main flight and who act as scouts. The Red Dragonarmy of the region has been relying heavily on the blue scouts as they pass through the Plains of Dust to Tarsis. This dragon has been following refugees and rounding them up, sending them in the direction of ground troops through fear and intimidation. After spotting the heroes, the scout tries to catch up to them.

Creatures: One young adult blue dragon.

☞ **Blue dragon, young adult:** hp 189, see *Monster Manual*

Tactics: If the heroes are in the air, the dragon will attempt to intercept them on their way to Silvanesti. The dragon relies on its frightful presence to scatter the griffons. If any of the griffons breaks from formation the dragon will pursue that single one and its rider. It will save its breath weapon for any of the other griffons that choose to pursue it, or if it is unable to catch up to the griffon it is chasing.

Development: The dragon will attempt to drop as many griffons and riders as he can before reporting back to his commander. If he loses more than half his hit points he will turn tail and make his way back to the nearest Blue Wing outpost, flying at a height of about 300 feet.

BLOODRAGER EAGLES (EL 10)

The heroes cross paths with a flight of diseased giant eagles.

The Situation: A flight of feral, hungry eagles infected with the bloodrage has been flying over the snowy plains looking for their next meal. They can first be spotted descending from the clouds at 200 feet with a DC 20 Spot check. With a flight of 60 feet, this would give the heroes three rounds to prepare for the attack.

Creatures: Six eagles infected with the bloodrage have spotted the heroes and their griffon mounts.

☞ **Bloodrager giant eagles (6):** hp 30, see page 230

Tactics: The giant eagles will spread out and attempt to fly through the griffons so they can use their fly-by attacks to weaken them. The griffons are the primary targets of this attack, but if the heroes join the fray the eagles will consider them fair game as well. Keep in mind that the eagles' attacks will force the griffons to make DC 14 Fortitude saves to resist the bloodrage or they will contract the disease themselves within a couple days.

HARPY ARCHERS (EL 13)

The heroes are attacked by an overconfident group of harpies.

The Situation: As the heroes travel past (or over) a small forgotten outpost in the Plains of Dust they hear singing. A covey of harpies, including a harpy archer, has taken up residence in the ruined outpost looking to lure in anyone or anything that travels by within the range of their captivating song. Both the players and the griffons must make DC 16 Will save or be drawn toward the outpost.

Creatures: One harpy archer and four lesser harpies dwell within the outpost.

☞ **Harpy Archer:** hp 103, see *Monster Manual*

☞ **Harpies (4):** hp 35 each, see *Monster Manual*

Tactics: The harpy archer allows the lesser harpies to draw in the griffons and their riders while she focuses on attacking any creatures that do not look like they are under the effects of the lesser harpies' songs. The ruins are the remains of a

tower with a diameter of 50 feet. Portions of the roof are rotted away giving the harpies cover but allowing access to the tower through the roof. The harpy archer has positioned herself behind some buttresses granting her cover from ranged attacks. Once the first charmed griffon makes its way toward the outpost the other harpies will join in the singing to charm as many creatures as possible.

Treasure: The remains of various animals and a few humanoids are strewn across the floor of the outpost. The harpies have gathered together any valuable items and hidden them beneath a pile of stones. A DC 20 Search check will uncover the treasure: 41 pp; wooden brooch (30 stl), brass bracelet (110 stl), intricate wooden pipe (60 stl), tiny brass music box (70 stl), bone bracelet (600 stl), gold sword-stand (3,000 stl), tiny brass wine cup (140 stl), *lens of detection*, divine scroll (CL 5th) containing: *wind wall*, *magic circle against evil*, and *bless*; oil of magic weapon.

MANTICORE PRIDE (EL 10)

The heroes encounter a pride of manticores looking for their next meal.

The Situation: As the heroes are traveling the Plains of Dust they are attacked by six manticores. If the heroes are flying on griffons at the time of the attack they encounter them in the air, otherwise the manticores fly overhead once before attacking.

Creatures: The march of the Dragonarmies have forced the pride of manticores from their hunting ground in the north to look for food in the snowy wastelands of the south.

☞ **Manticores (6):** hp 57 each, see *Monster Manual*

Tactics: The manticores will primarily rely on volleys of spikes from their tails combined with fly-by attacks until they run out of spikes or until they can retrieve any creature that has fallen to the ground. Once a medium or small creature has fallen to the ground, two of the manticores will dive down to retrieve the body an attempt to carry it away from the battle to be eaten.

CENTAUR BAND (EL 10)

A band of centaurs approaches the heroes and attempts to determine if they are hostile or not.

The Situation: A band of nomadic centaurs spotted the heroes, the griffons, or the heroes' camp and have come to investigate. The leader's name is Phlegraeus and the centaurs are annoyed with the Dragonarmy moving through their territory.

Creatures: Phlegraeus Northwind and 10 of his finest centaur warriors.

☞ **Phlegraeus, centaur leader:** hp 75, see page 229

☞ **Centaur warriors (10):** hp 26 each, see *Monster Manual*

Tactics: If the heroes manage to antagonize the centaurs into a fight, the centaurs will first spend a round or two running around the camp yelling battle cries and positioning themselves for the attack. If they see signs that the heroes are breaking camp or gathering their things to leave they will allow them to go. They will not prevent them from reaching the griffons.

If however, the heroes pick up weapons as though they are ready to fight the centaurs will only be too happy to oblige. Once three or more centaurs have fallen, Phlegraeus will withdraw his warriors and they will leave the heroes camp.

Development: The centaurs have already killed a number of the Dragonarmy's scouts. Their initial attitudes begin as unfriendly. The centaurs will come bearing weapons and threatening the heroes to state their business and move on out of their territory. If the heroes can shift their attitude to Indifferent (DC 15 Diplomacy check) they will allow the heroes to camp for the night, but they will set up a second camp within bow shot to keep an eye on them. If they can shift the centaurs' attitude to Friendly (DC 25 Diplomacy check) the centaurs will camp with the heroes. Phlegraeus respects strength and courage. Anyone that shows they are not afraid of Phlegraeus and his band will gain a +10 to their Diplomacy check.

If Phlegraeus and his band stay with the heroes he will be interested in hearing about their experiences against the Blue Dragonarmy and he will share a few stories of his own. He is able to tell them where he has encountered the Dragonarmy's scouts, which should give the heroes a fairly good idea of how the enemy has progressed across the Plains of Dust, through Qindaras and on to Tarsis. Phlegraeus believes it is the Red Dragonarmy, but he has seen blues working with them.

Treasure: Each of the centaurs has rations, armor, and weapons. In addition, Phlegraeus has three flasks of fine wine and a ram's horn used to call his warriors to battle.

GNOLL HUNTERS (EL 10)

A group of gnoll hunters from Qindaras sets upon the heroes.

The Situation: A squadron of gnolls has been sent from Qindaras to hunt down any refugees and deserters that have fled into the Plains of Dust. They encounter the heroes and decide to bring them in alive, but if the heroes resist, the gnolls will not hesitate to kill them. Not to mention they are fond of griffon meat.

Creatures: Ten gnoll hunters and one gnoll captain.

☞ **Gnoll captain:** hp 79, see page 237

☞ **Gnoll band soldier (10):** hp 40 each, see page 237

Tactics: The gnolls have had the opportunity to surround the player's camp. If the heroes are inside a cave or other structure the gnolls will use ranged attacks on the exit and try to draw them out. If they are camping out in the open the gnolls will surround them and move in all at once. They are looking to kill the griffons and attack any hero until he falls.

Treasure: Each gnoll is wearing leather armor and carrying heavy shields. They are also carrying 3d6+10 steel pieces each. In addition, the gnoll captain has three gems worth 100 stl each.

BLUE WING KAPAKS (EL 9)

A unit of Blue Wing kapaks catches up with the heroes and stages an attack upon them.

The Situation: The Dragon Highlord has sent some of her skirmishers out onto the Plains of Dust to bring back refugees and fleeing citizens. This particular squad has stumbled upon the heroes and engages with them, with an eye toward bringing them back to Tarsis.

Creatures: Four kapaks, skilled at tracking their prey and familiar with taking on humans.

☞ **Kapak skirmishers (4):** hp 32, see page 237

Tactics: The kapaks in this battle will favor the use of non-lethal damage or simply reducing their targets to 0 or fewer hit points and then stabilizing them. They are under orders to return citizens and refugees alive, as well as any Solamnics or individuals matching the description of the heroes. If the battle seems too difficult, they will retreat and regroup; a force of eight kapaks will pursue the heroes within the next three hours (EL 11).

DISPLACER BEAST PACK LORD (EL 12)

A displacer beast of massive size attacks the heroes.

The Situation: A massive displacer beast 20 feet long and standing 10 feet high at the shoulder has caught a scent of the heroes. It sneaks into toward the heroes' camp looking for a quick meal.

Creatures: One hungry displacer beast pack lord.

☞ **Displacer Beast Pack Lord:** hp 200, see *Monster Manual*

Tactics: The displacer beast pack lord will attempt to enter the camp under cover of darkness standing downwind of the camp, so as not to alert the griffons. It's likely that it will attempt to attack the griffons, which may be situated outside the camp, rather than rush straight into the middle of the heroes.

THINGS THAT HAPPEN ON THE PLAINS OF DUST

Provided that the heroes left Tarsis with Alhana, begin this section with **Flight from Tarsis**. Then each of the Camp scenes should take place in sequential order. The trip will take six days and Alhana will make camp each night. Each Camp scene is situated at a specific location in the Plains of Dust. They assume that the players are traveling with Alhana and the griffons. If they are not traveling with her, you can modify the scenes accordingly. Other scenes may be inserted as you see fit into the overall journey.

FLIGHT FROM TARSIS (EL —)

As the heroes leave Tarsis read or paraphrase the following:

The griffons soar into the bone-chilling air. The wind rippling over their great wings cuts through your wrappings and into your joints. The plains beneath you seem to be an unending carpet of blowing snow. In the distance, you see smoke rising from the burning city of Tarsis, dark figures of red and blue soar back and forth over the city. Heading away from you are the small forms of the dragons that chased you from Tarsis making their way back to their army. You have escaped, for now.

The Situation: Alhana will keep the griffon's flying for nearly ten hours until she reaches the location of the first camp in Stone Rose. Speaking to one another during this flight is made difficult for a number of reasons. The biting wind whistles by imposing a —10 penalty to Listen checks and since the heroes are unable to control the griffons the mounts are not inclined to move closer to one another at the

WHAT ALHANA STARBREEZE KNOWS

Use the following questions and answers as a guide for determining how Alhana may respond to the heroes' inquiries.

WHY DID YOU RESCUE US?

"I am in need of assistance from warriors and adventurers. From what I was able to gather from the way you defended yourselves against the Dragonarmy invasion, I can see that you are capable warriors. Besides, that town was full of nothing but peasants and bickering human nobles."

WE NEED TO GO BACK FOR OUR FRIENDS.

"Impossible. There isn't time. I need your services in my kingdom immediately. Chances are your friends have either escaped the city or they are dead. We could spend days or weeks trying to track them down and only get ourselves caught or killed in the process. The risk is too great. You will stay with me."

WHO ARE YOU TO ORDER US AROUND?

"I am Alhana Starbreeze, daughter of the Speaker of the Stars, princess of the Silvanesti kingdom. Are you of noble blood?"

WHY DO YOU NEED OUR ASSISTANCE? WHAT DO YOU NEED US TO DO?

"I need your help in finding my father. My kingdom has fallen under a dark enchantment and I require strong arms and strong wills to assist me through it to find him."

WHY CAN'T YOUR OWN PEOPLE HELP YOU?

"My father ordered my people to flee Silvanesti when the Dragonarmies attacked. He had a plan to protect the kingdom from the armies, but everything did not go as planned. But that is not important now; my people have fled and this is why I require your services."

WHAT SORT OF ENCHANTMENT IS IT?

"I'm afraid I cannot tell you. Common words cannot describe it accurately."

WHY SHOULD WE HELP YOU? WHAT'S IN IT FOR US?

"At the heart of my kingdom is something you seek, a *dragon orb* and *dragonlances*. If you help me find my father they will be yours."

urging from the heroes. Unless all the heroes have a way to fly it is likely they will be forced to remain on the backs of the griffons for at least the duration of the first flight.

FIRST CAMP—STONE ROSE (EL →)

As the heroes arrive in the village of Stone Rose read or paraphrase the following:

For hours you have stared down at the endless sea of snow. The white expanses of the Plains of Dust below you are broken by a number of small buildings. At the center of the village lies an odd site. Nestled in the center of the buildings lies an exquisite garden, an acre wide, which appears to be frozen solid. You feel the griffon you are seated upon start to descend until it finally lands on the outskirts of the village.

The Situation: By now the players will probably be upset at their treatment by Alhana. Up to this point she has been arrogant and commanding. While her condescending attitude

persists, she has at least taken the heroes to a place where they can rest in warmth and gather supplies for the rest of the journey.

Development: A few Silvanesti elves have taken shelter here but with the coming of the Dragonarmies it is likely they will not remain. Alhana takes the heroes to a small home on the edge of the village. Two small elven children, looking cold and weary but with a spark of excitement in their eyes, rush out to greet Alhana and the heroes. Speaking only in Silvanesti, they invite Alhana in; Alhana allows the heroes to follow.

The home houses three elves and two elven children. The heroes are allowed to stay in the home overnight. There isn't much in the way of food, but there is a fire in the fireplace and the home is warm. The Silvanesti elves seem tired, and while they offer what little they have it is obvious they don't have much.

There is a marked difference in Alhana's attitude around the elves and the heroes can see how much she cares for her people. The older elves only speak in Silvanesti and only to Alhana when possible. The children (Laviah and Cerann) will whisper to the heroes in Common with thick accents when their parents are not looking and are willing to answer questions with what little information they know.

In the morning Alhana gives the heroes a small amount of time to purchase equipment from a local trader. She discreetly gives the family a pouch of fifty steel pieces and offers the same to the heroes for supplies. It is the last of her money.

SECOND CAMP—WALLACH (EL —)

As the heroes arrive in the ruins of Wallach read or paraphrase the following:

Although Alhana has given you more control over your griffon it has not prevented the boredom of hours of riding from setting in. As if by some unseen command all the griffons angle downward and start a descent toward the plains below. As you land near the ruins of a deserted town you can spy from your elevated position a massive tree on the horizon. A single vallenwood tree, like those of Solace, stands green, thriving and alone in the wintry landscape.

The Situation: The town is abandoned so it should be easy to find shelter among the ruins. One of the best kept buildings is an old temple of Zivilyn, god of wisdom and insight. From the looks of it now only the mosaics on the walls have any hint of what the building used to be used for. Images of the World Tree and worshipers sitting in contemplation around it are set in tiles on the walls.

Development: If the heroes spend the night in the temple or visit the World Tree and stay the night beneath its boughs, the hero with the highest Wisdom score (or any character that may be interested in becoming a cleric) experiences a dream. In the dream they climb the World Tree and meet an old man who smiles a toothless smile and hands them a medallion of faith with a symbol of a tree on it. When they climb back down and walk away from the tree grass springs up from the barren ground from where they tread.

If the next morning that character can convince Alhana to allow them to remain long enough to climb the tree they will discover a volume containing the holy rituals of Zivilyn and a *medallion of faith*. These will allow an individual to learn of Zivilyn and become a cleric of the God of Wisdom.

TORATH RIVER (EL —)

When the players reach the Torath River on the third day read or paraphrase the following:

Winding slowly across the great frozen plain is the Torath River. Its surface is crystal-white, frozen over from the winter chill.

Development: If the heroes are not flying over the river there is a chance that the surface of the river could break, dropping one of the heroes into the river below. There is a 10% chance for a Small character, 20% for a Medium character and 30% for a Large character.

THIRD CAMP—RUINS OF ELIAL (EL 9)

As the heroes arrive in the ruins of Elial read or paraphrase the following:

Passing over the Torath River the griffons make landfall at another ruins in the Plains of Dust, yet another city abandoned following the Cataclysm. At least it may offer some protection from the constant, biting wind and provide some place you can start a fire.

The Situation: Unlike the other ruins the heroes have stayed in, this one has some inhabitants. The Red Dragonarmy passed through this region a month ago on their way to Qindaras and left a handful of goblin troops stationed here as messengers and nominal guards for supply caravans from the north. However, there are no obvious signs that the troops are even in the ruins as they rarely post anyone outside on watch.

Development: The real danger is a young red dragon that is in charge of the goblins. He can marshal his “forces” into a fairly competent group when called upon to do so. It is up to you on how to approach this encounter. It can be skipped entirely if you feel they need to get to Silvanesti quickly. Alternatively if the heroes go exploring the ruins they may discover the building where the young dragon Smolder and his warriors are located.

Creatures: One young red dragon and 20 goblins.

☞ **Smolder, young red dragon:** hp 123, see page 229

☞ **Goblins (20):** hp 5, see *Monster Manual*

Tactics: The tactics will largely depend on how the heroes encounter the goblin forces. If the heroes encounter the Dragonarmy troops without alerting them they will be in a large warehouse on the edge of town. The goblins start bonfires and can be found getting drunk and singing loud songs around the fire. If they are attacked, then the troops will be in disarray and it will take Smolder a couple of rounds to organize them. By then it may be too late.

If the goblins find the heroes first, Smolder will use his troops wisely, have them spread out and attack with ranged weapons. If Smolder is reduced to 50 or less hit points, he will fly to Qindaras to report the position of the heroes to the forces stationed there.

Treasure: Within the building the heroes will find a variety of equipment, including two weeks worth of rations, 20 full waterskins, two barrels of wine, six short swords, six sets of Small leather armor, 10 light wooden shields, a small chest bound with iron bands and a good lock (DC 30) containing 30 stl, 400 sp, three jaspers (worth 50 stl each), three *potions of cure moderate wounds* and a *potion of resist fire*.

Smolder has also stashed a number of more valuable items. A DC 20 Search check of the warehouse will uncover *amulet of health +2*, *gauntlets of ogre power*, and a *circlet of persuasion*.

GRIFFON LOST (EL 11)

As the heroes are flying above the Plains of Dust read or paraphrase the following:

More sky, more snow, more land. You seem to spend as much time flying as you do daydreaming when all of a sudden the world drops out from under your feet and you find yourself falling. Your griffon is diving straight down toward a number of black specks on the ground that you realize are a camp of ogres!

The Situation: A troop of Dragonarmy ogres charged with searching for nomad settlements ran across a young griffon. They captured the griffon easily since it had a broken wing and have been torturing it, softening it up a bit before they pluck it and eat it.

Development: The griffons are even refusing to obey Alhana's commands at this point. They are determined to rescue the young griffon no matter what. As the griffons approach, each griffon with a rider will land for one round, long enough for their riders to jump off, before taking to the sky to attack the ogres of the camp and rescue the young griffon. The young griffon's legs are tied up and its sharp beak has been wrapped in rags. Its left wing lies limply by its side.

Creatures: Four ogre warriors.

☞ **Ogres barbarians (4):** hp 76, see *Monster Manual*

Tactics: The ogres will simply charge and fight any creature closest to them that is not an ogre. If they see an opportunity to flank and opponent they will take the opportunity. If the griffons are too hard to hit while they are flying the ogres may try to grapple them to prevent them from flying above them.

Treasure: Each of the ogres has armor, weapons, and 5d4+20 steel pieces each.

KING'S ROAD (EL —)

As the heroes travel from the third camp to the forth camp you may read or paraphrase the following:

Great pillars of broken stone form a series of tremendous arches that march eastward across the plain. Looking above you, you see that the arches support some sort of huge platform, now broken and crumbling. The stone is molded not cut, obviously elven work.

The Situation: This is the ancient King's Road, an elevated highway. Once, long ago, the marvelous carriages of the Silvanesti elves traveled here. The Cataclysm destroyed all that, however, and now all that remains is the skeleton of its glory. The road is broken and too far above the ground to be of much use, but it does serve as a guide toward the ancient kingdom of Silvanesti.

FOURTH CAMP—GRIMWATER COULEE (EL —)

As the heroes arrive in the ruins of Purstal read or paraphrase the following:

As the day draws to a close you can see that you have passed over yet another ruined city. From your vantage point in the sky you see shadows moving along the streets, but perhaps it's just a trick of the light. There doesn't appear to be any "living" creatures at any rate. It looks as though you are headed for a nearby ravine riddled with caves.

The Situation: Alhana has wisely decided to make camp outside of the ruined city of Purstal in a nearby ravine. If asked why, she simply says that the place is haunted. A DC 20 Knowledge (history) check will reveal the information from the **Places to Visit on the Plains of Dust** of Purstal on page 17.

Development: There are no planned encounters for this scene, but if the heroes decided to go investigate the ruins of Purstal they will come across plenty of undead. It may serve as a good location for a side trek, but there is no further information on it in this adventure.

FIFTH CAMP—BLACK STAIN (EL —)

As the heroes arrive in the ruins of Black Stain read or paraphrase the following:

At last, as the sun starts to set on the fifth day you can see to the east, a sea of green treetops in the distance, extending to the cloud-shrouded horizon. This is Silvanesti—fabled and forbidden home of the elves.

The Situation: Alhana leads the heroes to a trio of ruined towers ten of miles from the edge of the forest and tells them to make camp. She suggests that everyone should get a good night's rest for, tomorrow they enter Silvanesti.

Development: That night, as the heroes sleep, have each player make a DC 15 Will save. Failure indicates that the hero is troubled by nightmares that they just can't seem to remember and they are fatigued until they receive eight hours rest or magical healing that cures adverse conditions.

They may believe that the towers are the source of the nightmares. Alhana knows exactly what the cause is, but she is reluctant to speak of it unless by this time the heroes have earned her trust. She will tell them that the powerful enchantment that has taken over her kingdom is the cause and this is why she needs them, to find her father and remove the enchantment. She believes the two goals are one in the same.

LEAVING THE PLAINS OF DUST

Once the heroes have arrived at the edge of the Silvanesti Forest they will be beyond the Dragonarmy's reach. If the heroes made the crossing without Alhana she will be at the edge of the Silvanesti Forest waiting for them. This is also the time that the griffons will depart from Alhana and the heroes because they refuse to enter the forest while it is tainted by dark magic. So from here on out the heroes must venture into the forest on foot.

THE TRAGEDY OF LORAC

The creation of the *dragon orbs* took place during the Age of Dreams, an age when wizards were respected and revered upon Kryn, and there were five Towers of High Sorcery. These Towers were centers of learning and of power for the mages of Kryn. They housed great libraries of spellbooks and magical artifacts, and all mages desiring to acquire mastery traveled to them to take the grueling Test.

At the Towers, the mages came together to work their greatest magic. Toward the end of the Third Dragon War, when the world itself seemed doomed, the highest of the mages of all three Orders (White, Red, and Black) met together in the greatest of the Towers—the Tower of Palanthas—and created five *dragon orbs* to help defeat the wyrms. All but one of the orbs were taken from Palanthas and carried to each of the other four Towers.

As Istar rose during the Age of Might to greater and greater glory, the Kingpriest of Istar and his clerics became increasingly jealous of the power of the mages. As times grew more and more evil, the priests placed the blame for the evil upon the mages. The Towers of High Sorcery became natural targets. Mobs attacked the Towers and for only the second time in their history, the wizards of all the Orders came together to defend the last bastions of their strength.

When it became clear that the battle was hopeless, the wizards themselves destroyed two of the Towers. The blasts devastated the countryside for miles around. Only three Towers remained—the Tower of Istar, the Tower of Palanthas, and the Tower of Wayreth.

The terrible destruction of the two Towers frightened the Kingpriest. He granted the wizards safe passage from the Towers of Istar and Palanthas if they would leave the Towers undamaged.

Before the Tower at Istar was abandoned, an elf named Lorac Caladon arrived at the Tower to take the Tests. Lorac was, at the time, Speaker of the Stars, the ruler of Silvanesti. During the Test, the *dragon orb* spoke to Lorac's mind. The *orb* foresaw a dreadful calamity. You must not leave me here in Istar, the *orb* told him. If so, I will perish and the world will be lost.

Lorac took the *orb* away with him, hidden in a small, nondescript bag. Some might say that this great lord of the elves stole the *orb*. He maintained, however, that he was rescuing it. The Towers were abandoned. The mages fled to the Tower at Wayreth. All knowledge of the *dragon orbs* perished during the wars against the magic-users that became known as the Lost Battles. Lorac kept the *orb* hidden in Silvanesti.

Then came the Cataclysm. The Silvanesti elves survived it far better than others in the world. The Silvanesti heard tales of the suffering of others, particularly of their cousins, the Qualinesti. There were some among the Silvanesti who said they should go to the aid of their brethren.

But Lorac, their ruler, refused. After all, he told his people, what did they expect, living as they did among humans? Many agreed with Lorac, and the Silvanesti withdrew into their forest, renouncing the outside world. None passed their borders for centuries.

Then a new evil arose. Dragon Highlords sent emissaries to Lorac, promising him that they would leave Silvanesti untouched if he promised to leave them alone in turn. Lorac agreed. He had lived in the world long enough to expect treachery, however.

Thus, when the dragonarmies attacked Silvanesti, the elves were prepared. Lorac ordered his people into ships that would take them to safety. Then, when he was alone, he descended to the chambers beneath the Tower of the Stars where he had secreted the *dragon orb*.

Lorac knew, even as he rested his fingers on the globe, that he had made a terrible mistake. He had neither the strength nor the control to command the magic. But, by then, it was too late. The orb had captured him and held him enthralled. A green dragon, known as Cyan Bloodbane was drawn to the orb and began whispering hellish thoughts into Lorac's ears.

And now, it is the most hideous part of his nightmare—to be constantly reminded that he is dreaming, yet unable to break free.

THE FOREST'S EDGE

After traveling east through the Plains of Dust the heroes arrive at the edge of the Silvanesti Forest. Alhana begins to reveal exactly what she needs help with.

THINGS THAT HAPPEN AT THE FOREST'S EDGE

ALHANA'S PLEA (EL —)

Until their arrival in Silvanesti, Alhana has been silent on the specific problems in her kingdom. Once they arrive in Silvanesti she leads them to the Thon-Thalas river and, as she leads them, she explains further about the journey that lies ahead. Read or paraphrase the following:

My father is the Speaker of the Stars, the Lord High Speaker for the Elves. Three years ago, my people were locked in a desperate struggle against the Dragonarmies invading our land from the north. It seemed for a time that our efforts would stem that tide. Yet in the pitched heat of that battle and the evacuation, something happened. Our land began to twist into horrible apparitions of our worst nightmares. My father was still within the city when this happened. It is to rescue him and reclaim the land that I need your aid. I fear he attempted to use the *dragon orb* to aid our people, but something went horribly wrong.

“Silvanesti remains one of the few places in Kryn timer where the Dragonarmies do not go. If we can find my father and the source of the nightmare, the Dark Queen’s attention would be turned for a time from your precious western freelands. That alone should be worth the price of your help. But there is one bit of lore unknown to many of the wise. There have always been *dragonlances* in Silvanesti.”

The Situation: If asked further questions Alhana will answer to the best of her abilities. She will give them information on her father’s past (see **The Tragedy of Lorac** sidebar on page 23). While she managed to escape the Nightmare once she believes that it has grown stronger in her absence.

THE THON-THALAS (EL —)

Alhana leads the heroes to the Thon-Thalas river. Once they arrive read or paraphrase the following:

Alhana leads you to a great river that flows slowly through the woods. Huge trees form a vast canopy high above the 100-foot-wide waterway. Silvery leaves flutter down to rest on the water’s tranquil surface. The water is not frozen. Indeed, the temperature of the air is warmer than in the plains. It is, however, not a pleasant warmth. The air seems stagnant, as if spring had stayed here too long and was slowly rotting.

The Situation: A DC 15 Knowledge (history) or (arcane) check will allow a hero to remember an ancient elven superstition about the Thon-Thalas. It claims that whomsoever casts coins from their purse into the river the elves call Thon-Thalas will see their future reflected in its surface. Elves and half-elves get a +5 racial bonus on this check. Alhana will insist that each of the heroes participate in casting the coins.

CASTING THE COINS (EL —)

This is an important part of the story and deals with the goal and final outcome of this adventure -to free the realm from the terrible nightmare that holds it enthralled. To do this, Speaker Lorac Caladon must either be awakened from the dream or killed.

When the heroes cast coins into the waters of the Thon-Thalas, they are determining the means they will use to awaken Lorac.

Simulate the casting of coins into the waters by having three of the players each toss one coin onto the playing surface. (The party as a group gets one toss only.) Each coin must be of a different denomination—one penny, one nickel, and one quarter, for instance. Let the coins lie undisturbed while you read or paraphrase the following text:

In the ripples of the water below, you see withered trees bleeding from horrible cracks in their bark. Dark and loathsome creatures move in the dense and mangled brush.

A twisted tower stands among the winding streets of a tortured city. Within sits the Elf Speaker upon his throne. His mouth gapes in a silent scream. Shadows shift behind him, prodding him, tormenting him.

The Situation: To read the coins, ☉ represents Heads and * represents Tails. Read the results from the highest denomination to the lowest and determine the outcome on the following chart. Mark down the action that will awaken Lorac as described in **Ending the Nightmare** on page 49 and then read the text accompanying that action.

☉* * **Damage by Kin** (Mark goals 1, 5, and 6)

A weeping elf woman draws her sword and strikes the Speaker. He bleeds, yet all around him fades into mist as dawn rises behind him. So does the vision end.

* * ☉ **Power of the Gods** (Mark goals 2, 5, and 6)

A woman standing before the Speaker raises her hands. There is a blinding flash. The Speaker falls from his throne, and the evil about him vanishes. So ends the vision.

* * * **Conscience of the Speaker** (Mark goals 3, 5, and 6)

The Speaker stirs fitfully on his throne, as though he hears voices trying to awaken him. A man in tattered robes, chained to a wall, can barely be seen in the distance. His voice cannot possibly be heard across the void, yet his words seem to reach the sleeping Speaker. Lorac awakens with a cry, and the evil around him vanishes. So ends the vision.

* * ☉ **Love of Alhana** (Mark goals 4, 5, and 6)

A sobbing elfwoman falls at the feet of the Speaker. Her tears drop on his robe and her hand touches his arm with the lightness of a feather. The Speaker screams as the world about him crumbles. So ends the vision.

* * * **Damage by Kin** (Mark goals 1, 5, and 6)

A sobbing elf woman raises her weapon above the Speaker, then strikes. Her blow causes him to bleed. He awakens, and the world dissolves around him. Suddenly ripples cross the water. A figure of light

stands over the Speaker. In a blur of motion, the Speaker falls lifeless, and the walls crumble slowly about you. So ends the vision.

☉☉☉☉ **Power of the Gods** (Mark goals 2, 5, and 6)

A figure surrounded by light points a finger at the Speaker. The air wavers, the light splits the darkness and awakens the Speaker as the world about him fades. Suddenly, ripples cross the water. Beside the Speaker is seen a glowing orb filled with both darkness and light. It falls to the floor and shatters as the hall fills with evil. The Speaker awakens, and the evil crumbles into dawn. So ends the vision.

☉☉☉☉☉ **Conscience of the Speaker** (Mark goals 3, 5, and 6)

The Speaker stirs fitfully upon his throne as though he hears voices trying to awaken him. A man in tattered robes, chained to a wall, can barely be seen in the distance. His voice cannot possibly be heard across the void, yet his words seem to reach the sleeping Speaker. Lorac awakens with a cry, and the evil around him vanishes. Suddenly, ripples cross the water. A figure of light stands over the Speaker. In a blur of motion, the Speaker falls lifeless and the walls slowly crumble about you. So ends the vision.

☉☉☉☉☉ **Love of Alhana** (Mark goals 4, 5, and 6)

A weeping elf woman falls at the feet of the Speaker. Her tears drop onto his robe and her hand brushes his arm, her touch light as a feather. The Speaker screams as the world around him crumbles. Suddenly, ripples cross the water. Beside the Speaker is seen a glowing orb filled with both darkness and light. It falls to the floor and shatters as the hall fills with evil. The Speaker awakens, and the evil crumbles into dawn. So ends the vision.

Development: Each person that tries after the first will receive the same vision. Alhana is obviously upset and distraught over the implication of the visions, but she quickly regains her composure saying that she will find a way to free her father from this nightmare. Then she indicates that there is a bridge that is not far from the current location that can take them across the river and to a road that leads directly to Silvanost.

BRIDGE OF DREAMS (EL —)

This scene occurs after the coin-casting. You may read or paraphrase the following:

A great bridge of stones arches over the still waters of the Thon-Thalas. Dead leaves spin across its silent surface. Green vines hang down from the forest canopy overhead. Beyond lies a road, winding into the woods.

The Situation: There appears to be nothing unusual about the bridge. It can be crossed without incident. However, the moment the heroes lose sight of the bridge, they will find that they have crossed into the **Bleeding Woods**, see page 28.

INTO THE NIGHTMARE

DESCRIBING THE DREAM

When the heroes lose sight of the bridge they have crossed the Borders of Sanity. Within these borders, the once beautiful land of Silvanesti has turned into a living nightmare. Reality and illusion have become interchangeable and largely indistinguishable from one another. Each new creature that enters the dream brings with it more of its own fears and insecurities that the Nightmare can use to draw upon.

While traveling through the Silvanesti Forest each scene the heroes run across should be described in such a way that it feels more like a dream than reality. Perhaps one second they are alone on a dark road and without warning a twisted creature appears in the middle of the road. Is it simply an illusion or did the Nightmare hide the creature from them until it was prepared to attack? From time to time, insert details to unnerve the players: someone calling their name in the dark, a child crying, the touch of cold fingers on the back of their neck, or the feeling of something crawling over their skin and beneath their armor. Have them roll Will saves for no reason and simply shake your head telling them that they don't notice anything out of the ordinary. Small touches like this sprinkled throughout the encounters will serve to reinforce the sinister nature of the Nightmare Realm they have entered.

THE PASSAGE OF TIME AND DISTANCE

Once the heroes enter the dream time and distance pretty much become irrelevant. The road that Alhana is confident leads straight to Silvanost has become twisted much like the rest of the forest. It forks and dead-ends in places where she swears it never has before. The terrain around the heroes is constantly shifting from reality back to illusionary. Sometimes the players may be walking in circles without even realizing it as the illusionary terrain changes around them. During close combat with an opponent distance is fairly accurate, but anything farther than 60 feet could be off by 1d6x10 feet.

Time in the dream is similarly affected. As they enter the Nightmare, the forest is covered in a perpetual twilight. Trees cover every inch of the sky, and anyone attempting to fly finds that they are unable to go more than 30 feet up, not enough to break through the forest canopy. Thus, the heroes will continue to travel in what they believe to be an easterly direction to reach Silvanost. How much time has passed



between encounters is up to you. It may be hours that seem like days or it may be days that seem like minutes. Heroes that stop to rest will not find much peace, as the Nightmare will constantly hound them to prevent any uninterrupted rest.

The city of Silvanost lies about 100 miles east of the bridge that crossed the Thon-Thalas. Making their way on foot would normally be about a three-day journey. With the Nightmare trying to prevent them from reaching the city this could take longer. If the players ever seem to become frustrated with not knowing exactly where they are headed assure them every now and again that Alhana believes they are getting closer with each passing day.

BECOMING LOST

One of the more devious effects of the Nightmare is the ability to replace heroes with identical dream-crafted versions called Dreamshadows. If heroes lose sight of one another in the dream they run the risk of becoming lost. It is up to you, as the DM, to decide whether this happens or not. Making a player a Dreamshadow has some advantages; firstly, they are the same as the player hero in nearly every respect, so there is no need to inform the actual player that anything has changed. Secondly, Dreamshadows are unable to disbelieve the illusionary effects of the Nightmare. Thirdly, if you kill the Dreamshadow you have not actually killed the hero, so you are free to make the hero's death as horrible and tragic as possible. This of course may come as a shock to the players,

but when you inform them that the hero shows up again later in the game it should prove to be quite an interesting turn of events!

How a player gets lost may be handled in a number of ways. The hero in front may go to scout ahead and disappear from view, an opportune time to have them get lost. If you want a quick and easy way, you might simply say that the noxious green vapors that permeate the forest start forming around somebody, blocking their line of sight with each other. Then just select who you want to be "lost" from the group.

If you are tracking experience points, you can assume that while the "real" hero is "lost" that they are experiencing encounters on their own, perhaps with a group of Dreamshadow heroes. So any experience that the player would earn playing a Dreamshadow hero should also be applied to their real hero as well.

EFFECTS OF THE DREAM

Many of the encounters the heroes will face in the Nightmare are illusionary. If the heroes do not take the time to make an attempt to disbelieve the illusion, then for all intents and purposes that illusion is as good as real to them. The kind of damage they take depends on the Dream Level they are currently in; in the Bleeding Woods the damage inflicted by an illusionary creature is non-lethal, but don't tell the players this. If they believe the creature is real then they need to treat the damage as lethal. You, on the other hand, will know that



it is not. In such a case the hero will be unconscious, but the rest of his companions may believe he is actually dead! If this happens and they bury him it could be problematic.

If the heroes manage to disbelieve the illusion before they take any damage then they will not take any from dream sources. For the last two Dream Levels, however, even damage inflicted by illusionary creatures is lethal. (See page 28 for more information on Dream Levels.)

DENYING THE DREAM

It is natural to assume that the heroes will tend to disbelieve the visions and horrors they face. In some encounters they will meet friends and foes that clearly should not be there. In others, particular opponents may seem out of place or act out of character. Given that the players at least have an idea that this is all a dream it is clear that they may attempt to disbelieve what is going on around them.

In order to disbelieve an illusion the party as a whole can make one Will save per encounter. Use the hero with the highest Will save. All other heroes can assist by making a DC 10 Sense Motive check. For each hero that makes the Sense Motive check, you can add +2 to the result of the save. In addition to this, the length of time studying the illusion, can add an insight bonus to the roll. For each round studying the illusion the hero gains a +1 bonus to his roll to a maximum of +5. However if a hero takes damage from an illusion, he is no longer able to disbelieve it or assist in disbelieving it. If the save fails there are no second chances. Make sure to always have everyone roll, but keep in mind that Dreamshadows will always fail this roll. If the player with the highest wisdom happens to be a Dreamshadow you should probably ask all

players to make the save and go with the highest roll. Since they can only make one check as a group, if one member takes damage and the others succeeded at the check then they will have to assist their companion in fighting off the illusionary creatures. They will take no damage but their companion is still susceptible to the illusion.

Casting *detect magic* in the Nightmare will reveal illusions, but only after three rounds of concentration and only for the person who cast the spell. Meanwhile, if their companions have failed a Will save or taken damage, they will continue to believe the illusion regardless of what the caster knows. Illusions are not susceptible to being dispelled with *dispel magic*, but it is possible that a *greater dispel magic* will work. However, at the heroes' current level it is improbable that they will succeed on a caster level check as the Nightmare is considered to be cast at 20th level, which makes the caster level DC a 31. Plus, each *dispel* can only be used against an individual Dreamshadow or Dreamwraith.

DREAM LEVELS

The DC of the save to disbelieve is based on the current Dream Level of the Nightmare the heroes are experiencing. The Nightmare is divided into three Dream Levels indicating the intensity of the dream. The forests surrounding Silvanost, the Bleeding Woods, is Dream Level 1. The DC to disbelieve an illusion in this level is a DC 25. The second Dream Level surrounds and includes the city of Silvanost. Inside the city the DC remains the same (DC 25), but each hero will have to make his own Will save instead of making one as a group and will be unable to assist one another. Taking time to study the illusion will grant insight bonuses. The third Dream Level



is centered on the Tower of the Stars. In the third Dream Level, it takes a DC 30 in order to see through illusions and no amount of studying will offer an insight bonus. If someone successfully disbelieves an illusion, they can still see the illusion and even interact with it, but it can no longer cause them damage.

DREAMSHADOWS AND DREAMWRAITHS

An insidious feature of the Nightmare is its ability to draw forth images from the thoughts of any creature caught within its boundaries. With these memories it constructs complex illusions that are divided into two categories, Dreamshadows and Dreamwraiths.

Dreamshadows are crafted into the shape and appearance of actual heroes, characters, or creatures known to those from whose mind they draw life. Dreamshadow heroes behave exactly as their companions expect them to behave. They say the right things and act exactly like the “real” hero they are modeled after. They even insist and believe they are “real” even if proven otherwise. However, they can not exist beyond the confines of the Nightmare, they simply fade from existence. Friends and even enemies conjured into being believe they were transported to the Nightmare from far away lands, but do not know why. Sometimes Dreamshadows may appear to have been changed by the dream, either driven mad or dying. The Nightmare will use Dreamshadows to break the spirits of the heroes by showing them false visions of loved ones dying without them. Although Dreamshadows are illusions, the damage they cause is real, but only as long as they are believed to be real.

There is no end to the number of Dreamshadows in the Nightmare, so Dreamshadow heroes can “die” in as many horrible ways as you can imagine. This can be very useful in illustrating the horrific nature of the Silvanesti Nightmare.

Dreamwraiths are violent manifestations drawn forth and twisted into hellish creatures from Lorac Caladon’s subconscious thoughts. They take the forms of undead elven warriors, demons, and other twisted creatures. Dreamwraiths always attack on sight and will not stop until they or their opponents are destroyed. When Dreamwraiths attack they will always target Dreamshadows first. Being part of the same dream, the Dreamshadows and Dreamwraiths are drawn to one another. Dreamwraiths are also illusionary so if they are successfully disbelieved they cease to cause any real damage.

THE BLEEDING WOODS

Held in thrall by the *dragon orb* and the green dragon, Cyan Bloodbane, Lorac is trapped in an unending dream. It is his nightmare that shapes the land surrounding the capital. Crossing the border, the heroes enter Lorac’s tortured dreams!

TRAVELING THROUGH THE BLEEDING WOODS

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player’s Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player’s Handbook*); Illusion (see **Chapter 5: Magic** in the *Player’s Handbook*).

PLACES TO VISIT IN THE BLEEDING WOODS

Only certain areas are still recognizable to Alhana and retain their significance. These are connected by previously existing roads and paths, which can still be seen in the dream.

Following the paths is dangerous...leaving them is even more dangerous! There is no reliable map that can be made as the terrain is constantly shifting within the Nightmare. But as the heroes draw nearer to the capital and the days pass you can refer to the **Silvanesti Nightmare** map on page 27. It will give you a good idea of what locations the heroes are likely to encounter as they progress through the Bleeding Woods to Silvanost.

THE BLEEDING WOODS

The trees of fabled Silvanesti have hideously changed. The soul of every tree appears to be trapped in torment, imprisoned within the trunk. The twisted branches of the tree are the limbs of its spirit, contorted in agony. The grasping roots claw the ground in a hopeless attempt to flee. The sap of the living tree flows from huge gashes in the trunk. The rustling of its leaves is a cry of pain and terror. The trees of Silvanesti weep blood.

Cries of pain and anguish can be heard in the distance and the smell of death and blood are in the air. A green fog floats through the trees above and settles a foot off the ground slowly crawling across the ground. Here and there dark forms move through the fog causing it to swirl in agitation.

ABANDONED ELVEN SETTLEMENT

The path the heroes are following leads them to a small elven village. The buildings here appear to have been crafted from rose quartz drawn from the earth and shaped by magic into cozy homes. However, the charm of the village is fleeting as the heroes begin to notice trails of blood leading from many of the buildings. Bloody handprints and claw marks cover outsides of the homes. The insides of the homes are also coated in splatters of red, yet not one body can be found in the village.

SWAMPMIRE

Located west of Silvanost is a region known as the Swampmire. Prior to the Nightmare this swamp was nothing more than a small bog tended to by elven woodshapers and druids. Since the arrival of the Nightmare the bog has expanded to cover many more miles than it previously did.

The water here varies between one and four feet in depth with sudden drops that occur without warning. Movement through one foot of water costs two squares of movement for every one and the DC of Tumble checks increase by two. Moving through four feet of water costs four squares of movement to move one square. Tumbling is impossible and small heroes must be carried or swim. The deep bog provides cover to small creatures and medium creatures that crouch.

RIVER OF TEARS

The Thon-Thalas is a majestic and slow moving river of wondrous beauty outside of the dream. Within the dream’s borders, however, it turns into something quite terrible. The river now consists of black, oily, bubbling waters contaminated with rotting leaves and mold. The dark water reflects the tortured trees along its banks and the green, boiling fog overhead.

Though the river moves slowly (speed 15 feet), the current will take the heroes to the city of Silvanost—if they can survive the journey. The heroes may elect to build a raft.

This takes 1d4 hours for every hero the raft must carry. Thus, a raft for a party of six will require 6d4 hours to build. Make Random Encounter checks while on the river. Few of the creatures that are encountered will have the ability to fly. All creatures will appear on the bank of the river.

The river is roughly 150 yards wide at all points. The currents and eddies of the river are quite strong. A current every 100 yards or so will sweep the heroes' raft 2d20 yards closer to the nearest shore. A DC 20 Strength check made by any hero controlling the boat will halve that distance.

In addition, the river is under the control of the dream to such an extent that when any random encounter occurs along the riverbank, there is a 40% chance that the current will shift and carry the heroes into shore, directly toward the monster.

TEARS CROSSING

Here, the thick black waters of the Thon-Thalas slow, the dead leaves which float upon its surface spin endlessly round and round. Its stillness mirrors the overhanging canopy of ice-gray sky and twisted tree limbs. Strange voices seem to cry in muffled pain from all around. Dark shapes shift beneath the water's mirror-like surface following the heroes.

TEARS PARTING

The chill black waters split here, taking two separate directions into the bleeding woods. The darkness is even more oppressive and terrible beneath the cavernous-like, overhanging trees. Wind whistles through the leaves and seems to whisper words from the right-hand passage.

The words in the wind cannot be interpreted, but select one hero at random and tell him that they can at least make out their name in the message. If the heroes try to cross the river here, refer to the River of Tears entry. If the heroes are traveling by raft have them declare which fork, the right or the left, they will take if they are floating down the river.

TEARS MEETING

Ahead, the sound of the sobbing and wailing of many elves floats toward the heroes, mingled with the sound of the rushing waters. As they round a twisted bend in the river, they will see this river joining with another.

QUINARESTI

The road to Silvanost ends at the small village of Quinaresti. Winding through a scattering of abandoned buildings the heroes can make their way to the river's edge. A sagging pier juts out into the deathly cold waters of the river. Green and gray fungus hangs from its broken stone. A cracked, worn-looking barge sits in the water at the end of the pier. Across the river, thrusting up through the layers of fog are two great pillars, standing at the corners of the pier. Beyond them, a road of cracked stones leads toward the black silhouette of a large city.

RANDOM ENCOUNTERS IN THE BLEEDING WOODS

While the heroes are traveling through the Bleeding Woods, check for an encounter every 3 hours; the chance of an encounter is 20%. Details of each encounter are provided after the table. Unique encounters are marked; re-roll again on the

table if one comes up again. Some encounters are specific to a particular region. If the heroes are not in that region when one occurs, re-roll for another encounter.

d%	Encounter	Average EL	%Illusion
01-05	Elf on Fire	9	10%
06-14	Dragonbrood Dreamwraiths	12	100%
15-39	Undead Warriors	12	50%
40-44	Groaning Sprits*	10	30%
45-51	Murderous Pixies *	9	0%
52-54	Catoblepas *	9	50%
55-60	Arcane Ooze *	9	10%
61-69	Drowning Children *	8	20%
70-84	Dream Beast	10	100%
85-97	Visions of Madness	-	-
98-00	Dreaming Death	-	-

* Unique Encounter, run only once.

% Illusion indicates the percentage that this is an Illusionary encounter instead of a encounter comprised of real creatures.

ELF ON FIRE (EL 9)

The heroes happen upon a poor elf that is on fire!

The Situation: The Nightmare has randomly opened gates to other planes of existence, allowing elementals to cross over into the Silvanesti Forests. A huge fire elemental passed through into the Nightmare realm and is exceedingly frustrated that it has been unable to burn anything. The Nightmare has rendered the image of an elf burning alive at the center of the fire elemental. To onlookers it appears as though an elf is screaming and pleading for help while a massive fire rages around him.

Creatures: One huge fire elemental, although there is a 10% chance that the creature is actually only illusionary.

☞ **Greater fire elemental:** hp 178, see *Monster Manual*

Development: If the heroes attempt to rescue the burning elf the elemental will attack. To anyone believing the illusion, it will appear as though the fire is coming from the burning man and they may not recognize it as an actual attack. If they try to avoid the man he will follow them pleading for assistance. If anyone disbelieves the illusion they will realize that the elf is an illusion and recognize the creature for what it truly is.

DRAGONBROOD (EL 12)

The heroes are hunted by nightmare creations of Cyan Bloodbane.

The Situation: Most of the Dreamwraiths encountered in the Nightmare are drawn from Lorac's subconscious. Dragonbrood, however, are creations from the green dragon Cyan Bloodbane that has taken hold of Lorac's mind. They appear to be conjured directly from the greenish fog that can be found throughout the bleeding woods. Each dragonbrood looks like a cross between a crocodile and a green dragon with red glowing eyes.

Creatures: The number of dragonbrood increases with each time this encounter is run. The heroes will encounter six the first time it is run, then an additional 1d4+1 each additional encounter (EL 14).

☞ **Dreamwraith dragonbrood (6 or variable):** hp 45 each, see page 235

Development: Since the heroes will see the dragonbrood form from the green mists, it is likely that the heroes will take it as a clue that they are illusionary. Of course, anyone taking damage from a dragonbrood will not be able to resist the illusion. Since they can only make one check as a group, if one member takes damage and the others succeeded at the check then they will have to assist their companion in fighting off the illusionary creatures. They will take no damage but their companion is still susceptible to the illusion.

UNDEAD WARRIORS (EL 12)

The heroes are accosted by undead elven warriors.

The Situation: The Nightmare has raised the dead of Silvanesti and combined them with Lorac's worst fears to create legions of undead elven warriors, both illusionary and real. The skeletal warriors dressed in ancient elven armor stalk through the forests of Silvanesti looking for innocent creatures to assault.

Creatures: 10 skeletal warriors and one undead elven leader. There is a 50% chance that these will be illusions and not actual undead.

☞ **Elven skeletal warriors (10):** hp 30, see page 236

☞ **Elven skeletal warrior leader:** hp 57, see page 236

Tactics: If the undead warriors are illusions they will first target any Dreamshadow heroes in the party. If the undead are not illusions their leader will command them to attack any elf or anyone openly bearing a holy symbol of any kind. Either way, once the real heroes begin to attack the undead warriors will turn to attack them as well.

GROANING SPIRITS (EL 10)

The heroes are hounded by groaning spirits.

The Situation: Two evil elven souls tormented by the Nightmare are drawn to the living creatures of the forest. They will fly low through the trees moaning and lamenting their fate. When they reach the heroes they will torment them by telling them that they will never reach the city of Nightmares alive. They will attempt to plant seeds of doubt by claiming that someone in the party is going to betray them.

Creatures: Two troublesome groaning spirits. There is a 30% chance that the spirits are only illusionary.

☞ **Elven groaning spirits (2):** hp 39, see page 236

Tactics: The spirits start out as an annoyance, trailing the heroes and taunting them. They will continue to do so as long as the heroes do not attack. Once the heroes threaten them, one of the spirits will fly overhead and use their keening wail to frighten the heroes and scatter them into the forest and away from one another. Then they will follow any panicked hero they feel is the weakest into the forest to attack.

MURDEROUS PIXIES (EL 11)

A pair of insane pixies has led a tortured dire bear into the heroes' path.

The Situation: Two pixies, driven insane by the Nightmare, have been tormenting the animals of the forest. They recently angered a dire bear with their pestering attacks and have led it toward the heroes. Upon seeing the heroes the pixies decide to "join in the fun" as the dire bear tears into the group of heroes.

Creatures: Two troublesome fey spirits. There is a 30% chance that the spirits are only illusionary.

☞ **Pixies (2):** hp 4, see *Monster Manual*

☞ **Dire Bear:** hp 107, see *Monster Manual*

Tactics: Since the pixies are invisible and the bear was tracking them by smell the heroes will likely assume that the bear is alone. The pixies will use their spell-like abilities to hinder the party during the fight. They will use *lesser confusion* on fighter types along with *entangle* on weaker looking heroes hoping to keep them rooted to the spot as the dire bear rampages through them. One of the pixies can use *irresistible dance* once a day as well. These pixies do not have any memory loss arrows, but they do have sleep arrows. If any hero falls asleep and is left unattended the pixies will try to find a way to attract the dire bear toward the helpless creature.

CATOBLEPAS (EL 9)

A huge, hulking form rises silently up out of the black, still waters. This encounter must take place in the Swampmire or at the river.

The Situation: Normally content with living a reclusive life in the waters of Silvanesti a usually peaceful catoblepas has been tormented by the dream and is attacking anything foolish enough to come within its sight. This creature resembles that of a huge, bloated buffalo and gives off an offensive odor. Its neck is long and thin ending in a massive ugly head more hideous than that of a warthog. Its legs are thick and stumpy, much like a hippopotamus. The creature's tail is strong however, and it moves with amazing swiftness to strike enemies.

Creatures: One ugly and thoroughly agitated catoblepas.

☞ **Advanced Catoblepas:** hp 96, see page 230

Tactics: The catoblepas will use its tail attack to stun as many creatures as possible. If it is surrounded it will lower its head to gaze at the creature that has dealt it the most damage attempting to use its death ray on them.

ARCANE OOZE (EL 9)

As the heroes march through the fetid swamp they tread upon an arcane ooze lying at the bottom of the bog. The encounter should only occur in the Swampmire or near the river where the heroes are forced to travel through low-lying water.

The Situation: The arcane ooze encountered here was created by desperate Silvanesti wizards in their vain attempts to stem the Nightmare's expansion. The ooze proved to be too powerful for the elven wizards and escaped into the Nightmare seeking its source to feed on. When the heroes approach the ooze, it will sense a more ready meal and lash out and attempt to feed. The ooze is currently lurking in the murky waters, hoping to catch some prey unawares.

Creatures: One arcane ooze. There is a 10% chance this will only be illusionary.

☞ **Arcane ooze:** hp 202, see page 230

Tactics: The arcane ooze instinctively attacks the nearest creature capable of spellcasting, if they are within 60 feet of it. If no such spellcasting creature is within range, it will attack the nearest hero attacking it. If the ooze cannot sense a spellcaster within range, it remains in battle for three rounds before retreating into the murky water.

If there is a spellcasting hero within 60 feet of the arcane ooze, it remains in battle, siphoning off arcane spell energy for as long as it can and will only retreat if reduced to under a quarter of its hp.

DROWNING CHILDREN (EL 8)

The heroes discover a group of drowning elven children.

The Situation: This encounter needs to be run in a region that has water, like the Swampmire or the river. The Nightmare crafted the illusion of three drowning elven children over the form of three large water elementals. The children are floundering in the water, flailing their arms, and yelling for help in elven. It's apparent that if the heroes do not react quickly the children will surely die.

Creatures: Three large water elementals. There is a 20% chance that the entire encounter may be illusionary and the water elementals do not actually exist.

☞ **Large Water Elementals (3):** hp 68 each, see *Monster Manual*

Tactics: The water elementals will attempt to grapple any creature foolish enough to come near them. They will not rise out of the water to attack anyone on the shore, they will only focus their attacks on anyone in the water and will attempt to grapple and drown them.

DREAM BEAST (EL VARIES)

The Nightmare creates all manner of twisted creatures that attack the heroes.

The Situation: The heroes are attacked by nightmare creatures. The exact description of these creatures is left up to the DM as they are usually comprised of different animals fused together. Some examples may be a wolf with snakes growing out of its body, a stag with bloody claw-like hands in place of antlers, a black panther with elven faces screaming in agony from the sides of its body, or a large toad with multiple whip-like tongues. Each dream creature should be unique and the stuff of nightmares.

Creatures: Various convoluted dream beasts. All dream beasts are illusionary.

☞ **Dreamwraith dream beasts (2 or more):** hp 43 each, see page 235

Tactics: The attacks from dream beasts should occur in a number of different fashions. They may drop out of trees, or stalk the heroes for hours before closing in. Each group of dream beasts should be used to illustrate the horrific nature of the dreamscape. If the heroes happen to suggest any odd creature that you believe may fit this role feel free to throw it at them, just to let them know that the Nightmare is listening.

VISIONS OF MADNESS (EL —)

The heroes are overcome by horrific visions driving them mad.

The Situation: The Nightmare is a treacherous enchantment that invades the minds of all that inhabit the Silvanesti Woods. As the heroes make their way through the

forest the magic of the Nightmare descends upon them all attempting to force its way into their minds and overwhelm them with horrific visions.

Development: The heroes experience horrible visions of their own death and visions of loved ones dying. Have all the heroes make DC 18 Will save. A failed roll indicated they have become *confused* (as per the spell) for one minute. Keep in mind the Dreamshadow heroes will always fail this roll.

DREAMING DEATH (EL —)

One hero is targeted by the Nightmare directly and experiences the full might of the dark enchantment.

The Situation: The Nightmare has selected a hero to target a devastating mental attack against.

Development: Choose a hero at random. That hero will be subjected to a *phantasmal killer* spell. The hero must succeed at a DC 18 Will save to recognize the attack as an illusion. If they fail they must succeed on a DC 18 Fortitude save or be reduced to —1 hit points. Even if the save is successful they take 2d6 points of damage from the effect. Keep in mind that Dreamshadow heroes will always fail these rolls.

THINGS THAT HAPPEN IN THE BLEEDING WOODS

All of the following scenes are basically laid out in the order they should occur. Most tell what day the encounter should occur on, but if you feel one scene would be more interesting to run, feel free to run them in any order you wish. However, the **Quinaresti** scene on page 34 should always be run as the last scene in the Bleeding Woods. The DC to disbelieve an illusion in this level of the dream is 25.

VERMINAARD (EL 7 OR 13)

On the morning of the second day you may read or paraphrase the following:

The dim light of dawn filters green through the pervading fog, outlining a huge man clad in armor and a dragon helm. His powerful muscles are drawn taut, his face is hidden beneath the hideous mask.

The Situation: The dead Dragon Highlord Verminaard has come to the party for aid. He offers to help the party because he, too, is trapped in this great nightmare and wants only to escape.

Creatures: Dreamshadow of the Dragon Highlord Verminard.

☞ **Dreamshadow Verminaard:** hp 43, see page 235

Development: Verminaard is actually a Dreamshadow emissary of the green dragon Cyan, called up from the memories of the heroes. Verminaard believes he knows the road to Silvanost and will offer to help the heroes get there, saying that this will end his imprisonment.

If the heroes accept his help, Verminaard will, in fact, lead them along the most direct route to the Silvanost. He will accompany the party into the city, only to turn on them once inside the Tower of the Stars. As a Dreamshadow under direct control of the dragon, he will be able to discern which

of the Heroes in the city are the real heroes and, unlike most Dreamshadow enemies, he will seek to destroy them himself once inside.

If the heroes attack Verminaard, he will use all of his powers to defeat them. His attacks are, however, illusionary.

OTHERSELF (EL —)

This encounter occurs on the evening of the second day. Read or paraphrase the following:

Shadowy forms, vaguely seen in the sickly green light of the dying day, move out of the tortured woods. As you look closer the forms appear to be...you!

The Situation: These forms are horrible Dreamshadow manifestations of the heroes themselves. Roll 2d4 to determine the number of dreamshadows encountered in this event. Determine randomly which dreamshadows heroes are represented.

Each Dreamshadow hero has the face, clothing, and equipment of the real hero, but will appear to be near death from starvation and thirst. Each has 1d4 hp remaining.

The Dreamshadow heroes state that they have been fighting day and night and have gone without food or good water for weeks. When first encountered, they will beg the heroes for food and water.

Development: If the heroes give them food and water, the Dreamshadow heroes will tell them that a great artifact for good can be found “in the Ancient Tower that holds the Woods.” Alhana can identify this as Shalost. The Dreamshadow heroes will give specific directions as to how to reach the tower (Waylorn’s Tower) then they will leave peacefully.

If the heroes deny the Dreamshadow heroes food or water, the Dreamshadow heroes will become enraged and attack the real heroes, claiming that the heroes are actually dream manifestations of the real heroes.

If Verminaard is with the party, the Dreamshadow heroes will attack him immediately. They will stop their attack only if the real heroes interpose themselves between the Dreamshadow heroes and Verminaard.

TEARS ON THE RIVER (EL —)

This scene should happen when the players are within view of the Tears Meeting region.

A head, the sound of the sobbing and wailing of many elves floats toward the heroes, mingled with the sound of the rushing waters.

The Situation: As the heroes draw nearer, they will see this river joining with another. Amid the swirling froth of the waters, several figures dance and sing on top of the waves. Their song reminds you of a child’s merry rhyme, only this has turned hollow and strange.

Development: Three suffering spirits of elven women have been caught by the Nightmare and are condemned to dance endlessly upon the waters. When they tire of their dance they begin to sink and drown, only to be drawn forth from the waters to continue the dance again.

The only way to relieve the spirits’ suffering is to successfully turn them with positive energy. Each spirit is treated as a three HD undead creature. If the heroes are traveling by river they may only have a few rounds to react before they have floated away from the suffering souls.

DRYAD GROVE (EL 9)

If the Dreamshadow heroes in the Otherself scene perish before telling the heroes about Shalost, this is an alternate scene that can provide that information.

A single woman sits at the base of a horrible tree, sobbing her heart out.

The Situation: The woman is a dryad. When she sights the heroes, she will flee into the woods, if possible. Here, there will be eight more dryads who will assist her. The dryads lived for many centuries as caretakers of the vast wilderness of trees in the Silvanesti lands.

Creatures: Nine distraught dryads.

☞ **Dryads (9):** hp 14, see *Monster Manual*

Tactics: Dryads are ordinarily kind and loving creatures. Now, however, their woods are under attack by forces they cannot hope to understand. Therefore, they consider all intruders to be enemies of both themselves and their trees. They will use all their cunning and charm to capture those who enter the woods by making heavy use of their *charm person* and *deep slumber* spell-like abilities.

Development: The dryads will release any heroes they have charmed if they are convinced that the heroes are here to save their forest rather than harm it. The dryads will direct the heroes to Shalost (Waylorn’s Tower), telling them that a great man of ancient times lives there. He is wise and may be able to help them. The dryads know the way to the tower and will take the heroes there by the most direct route that the Nightmare will allow.

WAYLORN’S DREAM (EL —)

On the third night in the woods, when the heroes try to rest you can choose one hero to have the following dream while they sleep:

An ancient tower stands before you. It has no doors. A man dressed in glowing robes walks in front of the tower. He first takes seven steps to the north, then seven steps to the west, then seven steps to the east, then seven more steps north. As he finishes, the entire Tower splits wide open, revealing trees growing inside and a wealth of riches amid the trees.

The Situation: This dream is only for one of the heroes. You can select one yourself or determine it by random. The dream reveals the combination to pass safely through Shalost into the grove of Waylorn Wyvernsbane.

SHALOST

This encounter can occur during the morning of the fourth day of the heroes' journey through the Bleeding Woods.

The tortured wood suddenly ends at the edge of a huge, circular clearing. This clearing is not filled with the green fog that covers the rest of the land. Instead, wild flowers grow amid tall green grass covering the hill in the clearing's center. A great, strange-looking tower stands atop the hill.

The Situation: This is Shalost, where the great druid Waylorn Wyvernsbane lies in rest under the spell of a magical sleep. The Nightmare has not been able to penetrate this grove. The heroes may rest and recuperate here. Dreamshadow heroes however continue to exist within the confines of the grove. If the heroes investigate the tower on the hill proceed to **Shalost** on page 34.

LITTLE CHILD LOST (EL —)

This scene occurs shortly after the heroes travel beyond Shalost. You may read or paraphrase the following:

As the path ahead of you rounds a tree you see a group of ragged children holding hands and singing an elven nursery rhyme. The children seem oblivious to the horrors of the Nightmare around them.

The Situation: These real elven children are caught within a dream of their own. The group is comprised of three girls (Sulla, Voy, and Pirrah) and two boys (Ceran and Jenathas). They will not be scared of the heroes and instead believe the heroes are comforting figures such as parents or other close relatives. They will run to the heroes and start hugging them and speaking in Silvanesti telling them all about the wonderful adventures they've been having.

Development: The heroes will have to determine how best to deal with the children. The children do not know where their village is and do not seem overly concerned now that the heroes are here. If there is any combat that occurs while the children are around they will sit in a circle on the ground and watch the action as if it was a play.

LAND OF THE ANCESTORS (EL —)

This scene can occur any time between Shalost and before the heroes reach the final scene of Quinaresti. Read or paraphrase the following:

Your path leads you suddenly into a small community of elves. Their eyes are the eyes of the hunted and the haunted. The village is nothing but a

collection of hastily constructed lean-tos and huts, all clustered together as far from the woods as the small clearing will allow.

The Situation: These elves refused to leave their homeland with their brethren. They live with the Nightmare every day. They fight the evil any way they can, but they are now convinced that only by entering the gates of their capital city can the nightmare be brought to an end.

They have tales, however, about what happens to those who pass the gates. Each one who enters the city walks his own path. Friends that appear to be with him may be only shadowy reflections in his mind. The nightmare grows more horrible. Unspeakable terrors walk the tortured streets. No two people who have passed the gate ever tell the same tale about what happened to them within, although they swear that they were never parted.

Development: The elves cannot help the heroes. All of their warriors are engaged in defending what little they have left. If the heroes have the children with them the elves will take them and care for them as best they can.

SWAMPMIRE (EL —)

This scene occurs on evening of the fifth night. You can read or paraphrase the following:

The ground descends suddenly into brackish, black water. The gnarled roots of twisted trees straddle the muck. Bizarre crystal formations jut up from the water.

The Situation: The heroes have reached the Swampmire just west of Silvanost. It will take at least a day to trudge east through the muddy, slime-infested swamp to reach Quinaresti.

Development: If the heroes investigate the crystal formations they will discover that the crystals show them looking like zombies with gray emaciated skin and diseased flesh.

In the far distance, a strange melody floats on the sickly green fog. Indistinct voices can be heard singing and lights can be seen dancing. The singing is coming from a group of will-o-wisps that will follow the heroes through the swamp, but always remain just out of direct sight.

CYAN SKY (EL 13)

Run this encounter if the heroes remain in the forests for more than a week:

You hear a terrible sound approaching you through the dim green mists. It is the sound of creaking tendons and the flapping of huge, leathery wings. Fear closes a cold hand around your heart. The horrible sounds grow louder and louder. Frantically, you stare up into the treetops, but the mist obscures everything. Suddenly, a great darkness forms amid the greenish fog above.

The Situation: Cyan Bloodbane, the green dragon of Silvanesti, decides that it is time he dealt with these heroes directly.

Creatures: Cyan Bloodbane, green dragon.

☞ **Cyan Bloodbane, green dragon:** hp 442, see page 228

Tactics: Cyan's purpose is not to kill the party, but to inflict damage and slow them down. The dragon's frightful presence kicks in automatically at the beginning of the encounter; call for Will saving throws before anything else happens. Cyan plans for the Dreamwraiths and Dreamshadows to trap the heroes in his dream. As such, he will not use his breath weapon, though he will cast spells. He prefers ranged spells targeted on the heroes while he flies above them. This keeps him out of reach of the party's melee attacks.

QUINARESTI (EL 10)

Read or paraphrase this on the morning of the sixth day.

Winding through a scattering of abandoned buildings, you make your way to the river's edge. A sagging pier juts out into the deathly cold waters of the river. Green and gray fungus hangs from its broken stone. A cracked, worn-looking barge sits listing in the water at the end of the pier. Across the river, thrusting up through the layers of fog are two great pillars, standing at the corners of another pier. Beyond them, a road of cracked stones leads toward the black silhouette of a large city.

The Situation: The heroes have made it to the far side of the Bleeding Woods and now only have to take the crumbling barge across the river to the city of Silvanost.

Creatures: A lurking wyndlass.

☞ **Wyndlass:** hp 66, see page 237.

Tactics: The wyndlass lurks beneath the cold waters. Should the heroes use the barge to cross the river, the wyndlass attacks just as it reaches midpoint. It uses a couple of its tentacles, which are on the other side of the river, to throw debris at the heroes, diverting their attention away from the river itself.

The wyndlass attacks using its tentacles, attacking up to five heroes in the barge with two tentacles each. It will attempt to grapple with both tentacles and then try to drag the character out of the barge and into the cold water to drown them.

The wyndlass will attempt to drag off targets from both sides of the barge in order to divert the heroes attention and thus have a better chance of gaining a meal.

LEAVING THE BLEEDING WOODS

The heroes may have left the Bleeding Woods behind them, but from here to the Tower of the Stars the Nightmare only intensifies in power. By this time they may also have a number of NPCs traveling with them including, but not limited to, Alhana Starbreeze, the Highlord Verminaard, and Waylorn Wyvernshane. Upon seeing the walls of the city Alhana urges the heroes onward. Keep in mind that by the time the heroes

reach the gates of Silvanost that some of the heroes should have been replaced by dreamshadows. So decide now, who is real and who is not.

SHALOST

If the heroes have decided to investigate Shalost you may read or paraphrase the following:

A main tower rises 200 feet into the air, then a second, thinner tower extends upward an additional 30 feet. Not a single window penetrates its weather-stained walls. The only ornamentation is the battlement that runs around the top. It is capped by a crystal cone. The base of the tower is a full 100 feet across. There is a feeling of peace here, although tracks through the glade indicate that the dark creatures of the surrounding wood do wander here.

This is the tower that holds the great druid Waylorn Wyvernshane. Waylorn was put to sleep in a magical copse of trees here over a thousand years ago at the beginning of the Age of Might, following his defeat of the Ghoul Queen Sylvana. This was, of course, long before the Cataclysm that changed the face of the world. The elves, fearing Waylorn might still escape and cause trouble for them, built the tower around the magical copse of trees as additional protection.

The outside of the tower is smooth. It is not crafted from fitted stones, in the manner of dwarven architecture, but is made from natural stone coaxed up from the bedrock by the elves. On the far side of the tower from where the heroes first enter the glade, a stone ladder is cut into the outer wall. The ladder leads up to the parapet at the top of the tower. This can be easily climbed by any of the heroes, but they must climb single file.

Climbing the exterior of the tower itself requires a DC 5 Climb check. There are no windows in the sides of the tower. There appears to be some sort of clear crystal capping the structure at its peak. There are no ground entrances to this tower.

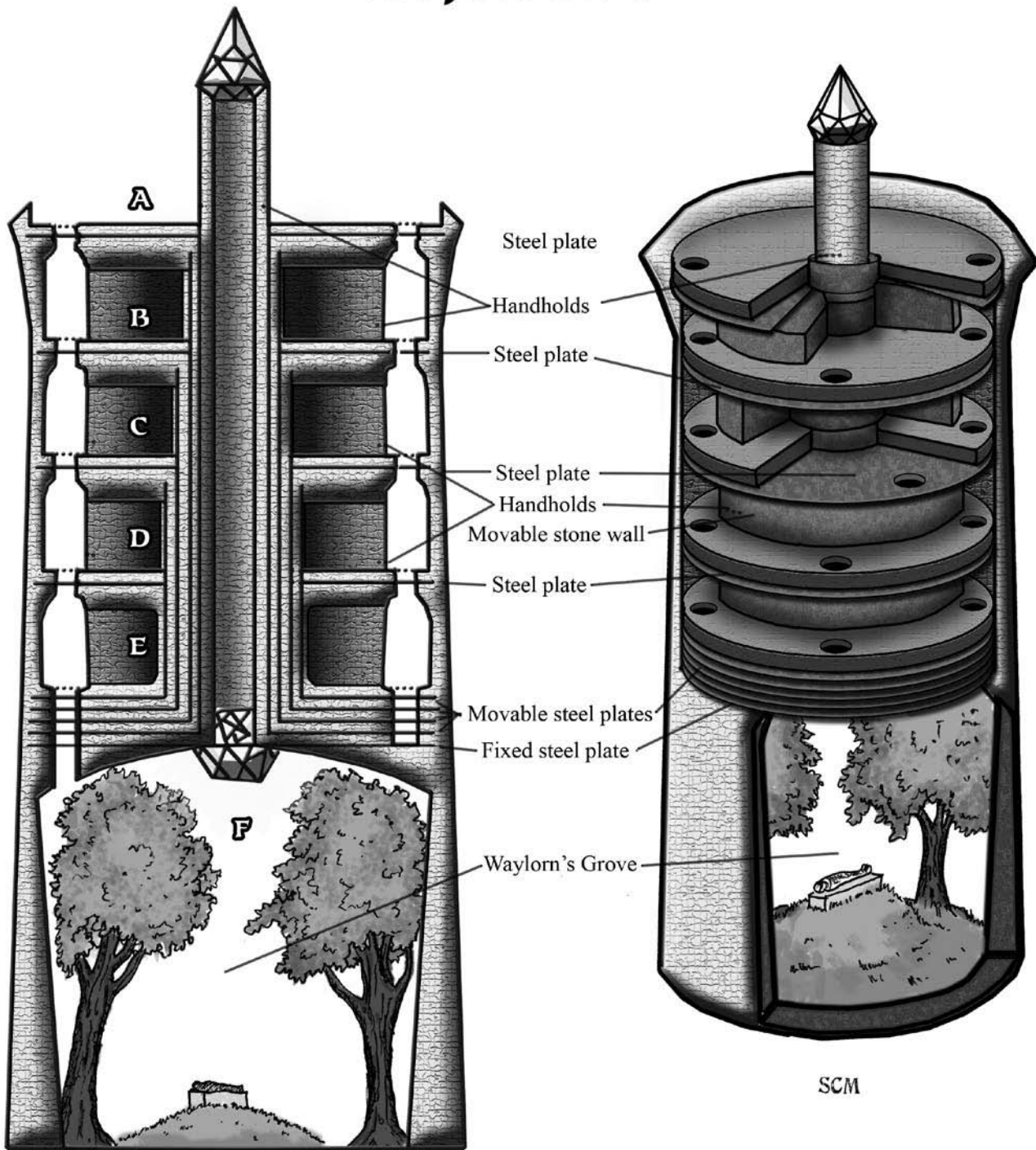
The stone itself is highly resistant to magic and magical attempts to open or damage it. The stone walls have 900 hp/5-foot section, SR 27, and hardness 16.

TOP OF THE TOWER (EL —)

As the heroes reach the top of the tower read or paraphrase the following:

From the walkway that encircles the top of the tower, you can look out over the trees of the surrounding forest. Noxious green mists hang over the forest; these mists seem to get darker toward the east. Gray clouds fill the sky so that you cannot see the horizon. Peering east through the mists and the clouds you can barely make out the dark black outlines of the city of Silvanost—and the mighty Tower of the Stars, seat of power for the elven Speaker Lorac Caladon.

Shalost



Looking down at the floor of the tower, you see that there is a five-foot diameter opening in the stone tile at each of the four compass points. Each of these openings is sealed by a silver-steel door. There are no handles. To all appearances, the door can only be opened by operating some mechanism that slides the door back into the stone floor. The only decoration on the doors is the elvish script.

The smaller tower rises from the floor fifty feet overhead. It is capped by a crystal dome. There is no door into this small tower. However, there are a series of steel rings attached at eight points around the smaller tower, about four feet off the floor.

The Situation: If the players read the elven inscription, they find the following:

*T'ward the Lands of Knighthood
T'ward the Sunset Elves
T'ward the Sunrise Land of Balif
Back to Where Istar Delves*

*Turn the Tower Round About
Open Doorways Long Held Shut
Pass Them Right and Me You'll Meet
Else the Baser Natures Greet*

The first stanza of the poem gives the heroes the combination needed to gain access to the lowest level of the tower where Waylorn Wyvernbane is located. The second provides the instructions on how to use the tower and warns against the defenses.

FIRST COMBINATION (EL —)

As the heroes experiment with turning the central tower you may read or paraphrase the following:

Turning the central tower you can hear the sound of metal scraping against rock. The stone floor beneath you feet slightly trembles. From the direction of one of the doors you hear a bang as one of the compass-point silver-steel doors opens into the floor and slams against the side of a descending shaft.

The Situation: The only access down into the main tower is through a large, combination-lock type mechanism that runs from this level—Level A—down through floors B, C, D and E. (See Map.)

The central, smaller tower rotates easily. The large rings that surround the central tower serve as handholds to rotate it. If the heroes cannot determine how to operate the tower you can have them make a DC 10 Knowledge (engineering) check (untrained, if nobody has ranks in it). Success means that the heroes have discovered that the central tower rotates. When the central tower is rotated, it turns a steel plate under the stone floor. The plate has a circular opening cut into it that is exactly the same shape and size as the compass-point silver-steel doors the PCs see on the floor. Rotating the central tower

turns the steel plate so that either the northern, southern, eastern, or western door in the upper floor will open. The opening in the plate is normally stationed between the four openings in the upper floor, thus all four openings appear closed.

This locking device is, of course, trapped. Only dialing the correct opening on each level can deactivate the traps. On Level A, for example, the opening in the plate must be turned so that it appears under the Northern door. If it appears under any other door, the trap on Level B is activated. (See **Second Combination**.)

Roll 1d4 to randomly determine which door will open first, with 1 = N and 2 = E, etc. All of the doorways, once opened, lead to a five-foot deep square shaft. A stone ladder cut into the outer wall of the shaft allows the heroes access to the next lower level of the tower. The shaft opens into the ceiling of the hall below.

SECOND COMBINATION (EL 9)

When the heroes open a door on Level A and investigate inside, read or paraphrase the following:

A wide corridor 25 feet below circles around the inner core of the tower. Steel rings are set into the inside wall. All of the walls and the ceiling are constructed of roughly hewn stone, making it seem like a cave.

The Situation: Here, too, are four openings that lead down to the next level. All are blocked by a steel plate, exactly like the level above. If the heroes have rotated the steel plate on Level A to the northern door, they have hit the correct combination and deactivated the trap. The heroes may then proceed to try and dial the next door.

If the heroes have hit the wrong combination, they will be confronted by an earth elemental. The moment any hero touches one of the iron rings, the earth elemental will flash into existence next to one of the four openings leading down to the next level. Once the earth elemental has appeared, it will leave only when all the heroes have either left level B or are dead. Redialing the previous floor's combination will not make the elemental disappear.

Creatures: One greater earth elemental.

☞ **Huge earth elemental:** hp 199, see *Monster Manual*

Development: When the earth elemental appears, the overhead plate on the previous level will suddenly begin to spin. The plate will spin for one minute. On each of these rounds, each hero may attempt to jump up from the stone ladder through the nearest opening in order to escape. The attempt requires a Jump or Tumble check (modified by armor check penalty) of DC 20 + 1 for each round the plate has been spinning. To get into a position to attempt the jump (the top of the stone ladder) requires that the hero spend one round doing nothing except climbing the ladder. Only one person may be on the ladder at a time.

After the plate stops spinning, it will come to rest with the opening at one of the four exits leading up. Roll 1d4 with 1 = N, 2 = E, 3 = S, 4 = W to determine at which door it stops. Any attempt to jump through the opening that fails results in damage to the hero. The rotating plate does 4d6 + 1 point

of damage for each round it has been rotating. For example, if the plate has been rotating for three rounds and strikes a PC, the plate would do $4d6 + 3$ points of damage. In addition to the damage, the hero who fails the jump will be knocked off the ladder and will fall 25 feet to the floor of the corridor taking an additional $2d6$ points of falling damage.

Heroes may attempt to stop the plate's rotation by using a sword or other object. Non-magical objects have no chance to stop the plate's rotation, and there is a 35% chance that they will break when struck by the plate. Magical items will stop the plate. Unfortunately, the item will jam the plate shut in the closed position. The plate will remain stuck until the item can be worked loose with a DC 20 Strength check. Otherwise, it will remain jammed shut.

The heroes may continue to dial a combination for the next floor while the earth elemental attacks (it takes one hero one round to dial, doing nothing else) and escape downward. However, the earth elemental will still be on this level, waiting for them when they return. If the elemental is killed, its remains will suddenly vanish from this corridor. It will not reappear at this time, even if the iron rings are moved again. Once the earth elemental is dead (or if the heroes hit the correct combination), the heroes may rotate the wall on this level to try and hit the correct combination to reach the next level—Level C. The correct combination for the opening on Level B is the Western door. Roll $1d4$ with 1 = N and 2 = E to determine which opening the plate will slide to first. If the heroes fail to hit this, the earth elemental will reappear on this level the moment the heroes touch the rings on Level C. The elemental will not climb down and attack the heroes. It will, however, wait for the heroes to return to this level.

All levels must be turned to the correct combination or the door at Level E will not open. There will only be one elemental on a level at one time.

THIRD COMBINATION (EL 9)

As the heroes make their way from Level B to Level C read or paraphrase the following:

Another cavern-like corridor circles around the inner core of the tower. Mist fills the corridor, making it difficult to see.

The Situation: The general dimensions of this hallway and the access shaft to it are the same as Level B, although it is difficult to tell this because the entire hall is filled with a permanent *fog cloud* spell. Heroes peering into the mist are unable to see farther than 5 feet.

Creatures: One greater air elemental.

☞ **Huge air elemental:** hp 136, see *Monster Manual*

Development: If the heroes missed the correct combination on the level above, an air elemental will swirl into existence next to one of the four lower openings the moment a hero touches any of the iron rings. The overhead access plate will spin with the same results as described in Level B. At this time, the earth elemental will reappear on Level B.

There are four openings leading down to the next level—Level D. The same type of rings can be found on the inner wall and can be used to rotate the plate. The door will open over a 5 foot diameter shaft at any of the four locations.

The correct combination for this level is the Eastern door. This will deactivate the trap and prevent the monster from appearing in Level D. Roll $1d4$ with 1 = N and 2 = E to determine which opening the plate will slide to first.

FOURTH COMBINATION (EL 10)

As the heroes make their way from Level C to Level D read or paraphrase the following:

Afamiliar cavernous corridor circles the inner wall of the castle. This one is very dry. Great scorch marks scar the walls and black soot covers the ceiling.

The Situation: Black iron rings are bolted to the inner wall that rotates about its axis just as the other inner walls do. The same familiar four openings leading downward are also present, each blocked by the steel plate.

Creatures: One greater fire elemental.

☞ **Huge fire elemental:** hp 136, see *Monster Manual*

Development: Unless the door opened on Level C was the Eastern one, a fire elemental will appear randomly next to one of the four downward openings on this level as soon as any hero touches the rings. As in level B, the plate for the openings overhead will spin. At this time, the air elemental will reappear on the above level and wait to attack the heroes when they try to return.

The plate on this level must be turned to the north to deactivate the trap below and correctly open the final door.

FINAL COMBINATION (EL 7)

If the heroes dialed the proper combinations on the floors above of north on Level A, west on Level B, east of Level C, and north of Level D, then read or paraphrase this boxed text:

The cavernous walls glisten with moisture. The same familiar four openings leading downward are blocked by wet steel doors.

The Situation: Further investigation into the chamber will uncover that Southern access of this level is open. Looking through the doorway reveals the top of a leafy green tree. A cool summer breeze wafts up from the brightly-lit opening below. The heroes may climb down through the opening into the leafy upper boughs of the tree and finally down to the floor of Level E. Of course, the heroes may also leave the tower at this point. But, after coming all this way, they should at least visit! Proceed to the next scene, **Grove of Waylorn**.

However, if the heroes failed to dial the proper combinations on the floors above read or paraphrase this boxed text:

The stone ladder leads down to a pool of shallow water that covers the floor of the cavern hall.

The Situation: If the heroes missed the combination on the level above, a water elemental forms over one of the exits the moment any hero touches the water. This will also cause all the plates on all the levels above to spin as described in the scene Second Combination on Level B.

Creatures: One greater water elemental.

☞ **Huge water elemental:** hp 152, see *Monster Manual*

Development: As in the other levels, once the trap is sprung, the water elemental will reappear on Level D and wait to attack the heroes when they try to return. If the water elemental is killed, both it and the water will disappear. The plates will continue to spin for one minute as in the other levels. In addition to their other problems, the floor here is treated as difficult terrain (balance checks for running/charging).

There are none of the familiar iron rings on this level. Five plates guard the correct access down. The first four plates are connected to the four levels above. If the heroes have set the first four plates correctly, the southern access down will be standing open. There is no way the heroes can adjust the plates on levels above from the ground floor. The heroes must return to the various levels to perform the adjustments. At this time, they must fight any elementals that have reappeared.

GROVE OF WAYLORN (EL →)

As the heroes reach the floor of Level E read or paraphrase the following:

Perpetual sunlight, soft as spring, illuminates the silver bark and golden leaves on the trees that grow abundantly here. Great ferns spring up between the tree trunks. Brilliant flowers bloom among them. In the center of the trees, a clearing of soft grass rises slightly. Here stands a bier of crystal. The body of a human man lies on it. He is dressed in leather armor of the finest make. His flowing hair and his clean-shaven face show no sign of the passing of time.

The Situation: If the players make any noise or touch the man, he will awaken as if from a peaceful slumber. He will identify himself first as Waylorn Wyvernsbane. If the heroes say anything about dragons, the man will appear startled, and then claim that he is actually Huma, come back from the dead to stop the terrible dragons.

Waylorn will thank the heroes for freeing him from his long sleep and will present them with the *Diviner of Life*. See the *War of the Lance Sourcebook* for more information on this item. As he is instructing

them in the *Diviner's* use, he will suddenly get a faraway look in his eye and say that he foresees the day when this instrument alone will be able to tell them truthfully how much life they have left to them, for it never registers illusions, but only the life of living things.

LEAVING SHALOST

Waylorn wishes to explore the world. If the heroes agree he would like to join them for a time. He seems especially eager to fight dragons. At the end of this chapter, should he survive, Waylorn may become a player hero; his scattered and confused recollection of his past may make him a challenging character to play, but as a full-fledged druid Waylorn will be a good addition to the party.

If the heroes do not take Waylorn with them, he will bid them a cheerful farewell. Then, after they are gone, he will leave the tower and wander into the Nightmare, perhaps meeting the heroes again in the future if he can survive the dream.

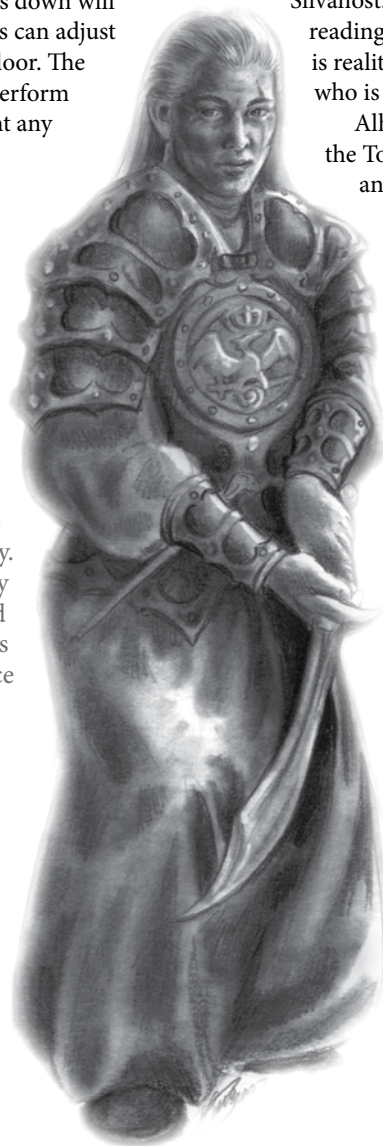
SILVANOST, THE NIGHTMARE CITY

The Nightmare grows more powerful around the city of Silvanost. Even Waylorn's *Diviner of Life* can give false readings claiming that reality is illusion and illusion is reality. At this point only the DM knows for sure who is real and who is not.

Alhana urges the heroes to press on toward the Tower of the Stars in order to save her father and bring this madness to an end. As the heroes open the city gates you may read or paraphrase the following:

As the gates swing open, they begin to scream—a piercing wail that echoes across all of Silvanesti. Green fog and smoke pours from its throat, swirling down the road and into the land. Inside, you see a constantly shifting vision of tortured streets and buildings. The great blackness of the Tower of the Stars claws its way into the deep gray sky. Welcome to the Elvenhome.

The city of Silvanost is as horrific and disturbing as the bleeding woods. The sounds of wailing elven voices and tortured souls are carried on the wind down winding streets and around homes built in decaying trees. Shadows follow the heroes whispering their names, but disappear when searched for.



TRAVELING THROUGH SILVANOST

Important Rules: Illusion (see **Chapter 5: Magic** in the *Player's Handbook*)

Traveling through Silvanost is confusing and entirely up to the whim of the DM. The streets buckle beneath the heroes' feet as they twist their way through sagging buildings and dying trees. Each building's façade has been horribly transformed into the face of its former occupant. Every home screams silently as they pass the gaping doorways. Each shop watches them from glassy-eyed windows. The Tower of the Stars always seems to be at the end of the next street, but as they reach it the tower inevitably moves away from the direction they are headed. Elves in tattered clothing wander the streets crying and unresponsive to the heroes. Although most are illusion, a few are real.

There are many branching streets, but all lead to the next encounter. Which scenes they run through while in the city are largely up to you. They should at least run through a minimum of four scenes under **Things that Happen in Silvanost** and two Random Encounters before moving on to the Tower of the Stars.

The great black silhouette of the Tower of the Stars can be seen in each scene from the streets. After each scene, the Tower seems to grow larger and appears nearer to the heroes.

RANDOM ENCOUNTERS IN SILVANOST

The horrors inflicted upon the land by the actions of Lorac Caladon have made Silvanost a very dangerous place to be. Check for an encounter every three hours; the chance of an encounter is 25%. Details of each encounter are provided after the table; if rolled again, re-roll until all encounters have been met.

d%	Encounter	Average EL	%Illusion
01-20	Dreamwraiths	10	100%
21-40	Insane elves	10	50%
41-60	Skeletal warriors	11	80%
61-80	Elven vampires	9	80%
81-100	Ghost	12	75%

SKELETAL WARRIORS (EL 11)

The heroes encounter a patrol of skeletal warriors, all of whom were elite soldiers in life and who are now cursed to walk the streets of Silvanost, searching for an enemy they do not know.

The Situation: A small contingent of soldiers remained behind to protect the elven regent when their kin were evacuated. These warriors could do nothing to prevent the nightmares from corrupting their beloved homeland. Instead, Lorac's nightmares cursed the soldiers with undeath and they now roam the city of Silvanost, searching for some unknown enemy.

Creatures: The patrol consists of four skeletal warriors, former members of House Protector dressed in the scale mail and red and white tabards worn by members of the royal guard and carrying longswords and shields.

☞ **Elven skeletal warriors (4):** hp 57 each, see page 236.

IMPORTANT! KEEP TRACK OF THIS

Before entering the city record each player's hit points and remaining spells prepared. You will need this for the final showdown in the Tower of Stars. Also make a note of which heroes you have selected to be "real" heroes and which are Dreamshadows. It is possible that from the time they enter the city until the time they reach the final battle that one or more of the players may perish. If it was an illusionary hero you can have another one appear using the same stats you have just recorded. If the player was a "real" player they have unfortunately died for real, but an illusionary hero could still take his place. When the final battle against Cyan Bloodbane occurs the players will hopefully each have one "real" hero and two "illusionary" heroes. You will use the same stats you have just recorded for the "new" heroes that arrive at the end of the chapter.

Tactics: The skeletal warriors will attack the heroes on sight, convinced that they are the enemy that the undead warriors are looking for. As elite members of House Protector the skeletal warriors were competent fighters and, although they have been corrupted by the nightmares of Lorac Caladon, their skills in combat are the same. The skeletal warriors will fight as a unit, supporting each other and using flanking maneuvers whenever possible.

Treasure: The skeletal warriors carry no treasure except for the equipment they carry. This includes four masterwork longswords, four masterwork scale mails, and four masterwork light steel shields.

INSANE ELVES (EL 10)

Lorac's nightmare caused the few remaining elves in the capital to lose their minds. Driven by madness, these elves now run through the streets of Silvanost, committing unspeakable acts in the process.

The Situation: This group of elves was part of the rear guard, waiting for their kin to leave the city before they themselves were to leave. Unfortunately, the terrible dreams of their monarch tore their minds apart, leaving behind nothing but insanity. When the heroes encounter the group of elves, they are feasting on the corpse of a horse, their faces painted red with blood.

Creatures: This group consists of three elves, one mage, and two warriors. The mage, dressed in white robes tainted by blood and dirt, laughs maniacally when he spots the heroes and then starts weaving his magic while the two warriors charge the heroes, screaming profanities.

☞ **Elven fighters, insane (2):** hp 56 each, see page 235.

☞ **Elven wizard, insane:** hp 21, see page 236.

Tactics: The two fighters charge the heroes without any regard for tactics, their madness demanding blood. They will attack the nearest player hero regardless of that character's class. The wizard will focus on offensive spells such as magic



missile, acid arrow, and, if the battle is going against the elves, fireball. He has no regard for the safety of his companions but he would rather keep his fireball spell in reserve.

Treasure: The mad elves have gathered quite a bit of loot during their time in Silvanost. If the heroes search the corpses, they will find a +1 *dagger*, two +1 *longswords*, a scroll case made of ivory (50 stl) which contains one arcane scroll (CL 3rd): *magic armor*, *magic missile*, *mirror image*; two masterwork short bows, two suits of masterwork chain mail, a leather purse containing four black pearls (each worth 450 stl), three jaspers (each worth 65 stl), and an azure statuette of a beautiful woman with her arms outstretched. The statuette was stolen from a small shrine dedicated to Quenesti Pah.

Ghost (EL 11)

The heroes arrive at a small shrine dedicated to Quenesti Pah just as a woman dressed in a blue dress rushes from the building and, with an expression of sorrow and rage, attacks the heroes.

The Situation: The woman is in fact a ghost. In life she was known as Rivanna Thantollon and she was the caretaker of this small shrine. A noble by birth, she abandoned the luxury of nobility to serve a deity that had vanished a century before she was born. When the order came to evacuate the city, Rivanna refused to leave, not wanting to leave the only place she had ever truly considered home. She was determined to see out whatever was about to happen.

Then the nightmares began. The few remaining elves were either driven mad or turned into undead abominations. Except for the servant of Quenesti Pah. For some reason, she was spared the horrors that overcame her fellow elves. Unfortunately, she did not live long enough to help them as her shrine was attacked by elves driven by an insane lust for blood. They vandalized the shrine and murdered its caretaker. Now Rivanna is a restless spirit, unable to leave the mortal realm.

Creatures: Rivanna is a shadow of her former self. When she manifests, she appears largely as she did in life, dressed in a simple blue dress. Her face, however, tells a story of immense pain and sorrow with tears running down her cheeks. Her hands are bloodied, as if she has been clawing at something.

☞ **Rivanna Thantollon:** hp 90, see page 229.

Tactics: As soon as the heroes come within 20 feet of the small shrine, Rivanna uses her frightful moan ability as she charges the heroes. She will then attack any hero that looks like a warrior or a spellcaster with her corrupting touch, directing her rage at anyone resembling her killers.

Development: Rivanna cannot be reasoned with. The destruction of her shrine and the theft of her precious relic have driven her mad with grief and she attacks anyone she sees, desperate to recover the relic. However, if the heroes present the relic to her (provided they've met and defeated the mad elves), her rage turns to relief. She thanks the heroes for recovering the relic and asks them to put it back where it belongs, on the altar within the shrine. When the relic is put back on the altar, Rivanna gives a sigh of relief and she disappears, her soul no longer imprisoned in the mortal realm.

Dreamwraiths (EL 10)

The heroes enter a plaza at the center of which is a large circular fountain sprouting a foul-looking sickly green liquid. Chained to the fountain is a green figure that appears to be a woman. Standing before her are two figures dressed in white robes trimmed in gold.

The Situation: The two robed figures are dreamwraiths formed by Lorac's terrible dreams and the green figure is a sirine named Kiiren. The two dreamwraiths lured Kiiren to the surface and into Silvanost where they captured her. For the past two days they have tortured her both mentally and physically, enjoying her torment.

Creatures: The sirine is unconscious and covered with bruises and cuts, evidence that she has been tortured by her captors. The two robed figures are dreamwraiths created by Lorac's nightmare. They have taken the form of elven priests dressed in the traditional white robes of E'li's faithful.

☞ **Dreamwraith priests (2):** hp 35 each, see page 235.

☞ **Kiiren:** hp -1, see page 229.

Tactics: If the dreamwraiths notice the heroes (which they will automatically unless the heroes use stealth), they bid the heroes welcome, proclaiming that the woman tied to the fountain has been found guilty of murder and blasphemy and she must be punished. The dreamwraiths are trying to lure the heroes close enough to get a surprise attack. If the heroes act aggressively the dreamwraiths reveal their evil nature, their faces twisted mockeries of their former righteous appearance.

If the dreamwraiths manage to get a surprise attack, they will attack with their slam attacks, focusing their attacks on divine spellcasters.

If the heroes attack the dreamwraiths before they are able to get a surprise attack, they will start combat using their visage of despair ability, if possible. Then they'll bombard spellcasters (focusing on divine casters if possible) with their slam attacks.

Development: Kiiren is dying. At the beginning of the encounter with the dreamwraiths, Kiiren is at -1 hit point. The DM should roll a d% each round to see if Kiiren becomes stable. Otherwise, she dies when she reaches -10 hit points.

If the heroes prevent the sirine's death (through healing magic or sufficient rest) they may have gained a valuable ally. However, Kiiren does not trust the heroes, convinced that they are dreamwraiths themselves. Unless the heroes manage to convince her that they are not dreamwraiths (Diplomacy DC 25), she will not talk to them and she will try to leave the party as soon as possible.

If the heroes convince her that they are not dreamwraiths, she is grateful for their help and she offers to join the party, at least until she can repay her debt to them. Before she became unconscious, Kiiren saw the true nature of the dreamwraiths and this may benefit the heroes as long as they're in Silvanesti.

Elven Vampires (EL 9)

The heroes encounter this group of vampires as they are prowling the streets of Silvanost, looking for food.

The Situation: Before Lorac Caladon tried to control the *dragon orb*, Erithalas Greensheaf was an elven ranger patrolling the forest of Silvanesti and protecting it from roaming monsters and invading ogres. When Lorac's nightmares became reality, the elf ranger was transformed

into a creature from the elf Speaker's worst nightmare, a creature of such evil that its very existence is an affront to life. Erithalas became a vampire.

The former protector of Silvanesti descended into madness, painful memories of his former life tormenting him even as he drained innocent elves and animals of their life energy. As food grew scarce, Erithalas entered the elven capital for the first time in decades, looking for fresh blood. Discovering a woman and her young daughter in what used to be a tavern, he drained them both and watched with glee as they rose as feral undead, bound to him as slaves.

Creatures: The leader of the group of vampires, a former ranger named Erithalas Greensheaf looks much as he did in life, dressed in dark green leather and a brown cloak and carrying sword and bow. However, his intense eyes and sharp fangs let the heroes know that he is no longer mortal. His two slaves, the woman and her daughter, are mockeries of their former selves with wild eyes, wicked fangs, and blood-spattered clothes.

☞ **Erithalas Greensheaf:** hp 54, see page 228.

☞ **Vampire spawn (2):** hp 29 each, see *Monster Manual*.

Tactics: Erithalas will order his vampire spawn to attack the heroes while he attacks the heroes from long range, using his bow. If he is forced into melee, he will use his dominate ability on any fighter, barbarian, or ranger in the party and order him to attack any spellcaster in the party, focusing primarily on divine spellcasters or, if there are no divine spellcasters in the party, arcane spellcasters. Then the vampire ranger will attack whoever is left.

The two vampire spawn don't have any combat training and as such will simply attack the nearest hero. Desperate for fresh blood, they will grapple their opponent, hoping to drain his blood.

Treasure: The vampires don't carry any treasure apart from Erithalas' equipment. However, if the heroes locate the vampires' coffins which are located in the cellar of a nearby tavern, they find a silver ring inset with a sparkling ruby (a *ring of protection* +2), a brown fur cloak (a *cloak of protection* +3), a *potion of barkskin*, 2 *potions of cure moderate wounds*, and a *potion of eagle's splendor* (all CL 5th); and a sack containing a total of 750 steel pieces. Erithalas didn't expect much resistance from his prey and as such left some of his equipment in his lair.

THINGS THAT HAPPEN IN SILVANOST

The order of these scenes is up to you they do not have to be run in any specific order. If you have marked that the heroes must accomplish goal three to end the Nightmare, as determined by the **Casting of the Coins** on page 24, then the scene **Dark-Night Child** on page 43 is mandatory for them to have a chance to succeed.

PRISONERS OF SILVANOST (EL 11)

Read or paraphrase the following:

A head, you see twisted streets winding into the thick, green fog. The buildings on either side seem to lean over, smothering you. There is the sickly smell

of burning flesh. A number of dark figures can be seen approaching you. They bear a great burden on their shoulders and sway as they walk.

The Situation: The dark figures are four chain devils in the form of elves, carrying a great chair, which they are chained to like galley slaves. On this chair sits a spectre dressed in royal ornate robes. At the spectre's feet rests a box covered with jewels and bright platinum fittings.

Development: As the group of creatures closes within 30 feet the figure's hood turns toward the heroes—and they see there is no head within its folds! The “elves” trudge toward the party, paying no attention to them. When they get within 20 feet, the dreamwraith will call out: “Lorac Caladon, dead Speaker of dead elves, bids you welcome to his domain. None who look upon its beauty shall leave again. So it is written.” At this point the spectre will fly up and the fiends will drop the chair to attack.

Creatures: Four chain devils and one spectre.

☞ **Chain devils (4):** hp 52 each, see *Monster Manual*

☞ **Spectre:** hp 45, see *Monster Manual*

Tactics: The spectre will target any elves in the party first attempting to strike them with its energy drain attack and relying on its incorporeal nature to keep it safe from attacks. The four chain devils will move away from each other to surround the heroes and attack from 10 feet away using their chains. Each chain devil will also take the appearance of a loved one, possibly the heroes friends that were left behind in Tarsis.

Treasure: The jeweled chest is worth 1,000 stl and is locked. It can be successfully opened with a DC 20 Open Locks check. Inside the chest is an *icon of truth* (see the *War of the Lance* sourcebook for more information on this item).

FORGOTTEN ELVES (EL —)

Read or paraphrase the following:

A group of elves in bloodstained armor walk toward you. Two of the elves are carrying a litter with a wounded elf between them. Unlike the undead warriors of the bleeding woods, these elves appear to be among the living, despite the haunted look in their eyes.

The Situation: Seven real elves are trying to make their way out of the city carrying one of their wounded comrades. They will keep a cautious eye on the heroes, but for the most part they will ignore them and continue past them without saying a word.

Development: If the heroes try to stop them, or try to convince them they are not Dreamshadows the elves will stop for a second, but only if Alhana is with the heroes. They are initially Unfriendly but a successful DC 15 Diplomacy check will make them pause long enough to talk. If the heroes make a DC 20 Diplomacy check or can convince the elves that they are real and in Silvanost to help you can read or paraphrase the following text:

Beware, for the dream is like a whirlpool. It draws everything into its maw and the closer you come to the center, the worse it gets. In the forest, you at least knew those friends around you were real. Here, within the city dream, your best friends may be only shadows cast by the dreams of your mind.

We have come into the city often on missions of mercy such as this. Each time we have seen our closest friends die horribly, only to find them alive when we emerged from the gates. Yet sometimes we have entered and some of our number have actually died.”

Such, apparently, was the fate of the elven hero whose body they bear. He was a good man, who went to the Tower of the Stars to confront Lorac Caladon with the destruction of the realm. His fellow elves discovered him, dead, outside the locked door to the tower. These elves would like to leave the Nightmare to give proper rites to their dead; they ask Alhana if they may be allowed to leave and she allows them to go.

LIFE AS USUAL (EL 12)

As the heroes head down another street toward the Tower of the Stars the soft sound of music comes from ahead. Read or paraphrase the following:

A head a mist-shrouded courtyard is surrounded by broken walls of jagged stone. A wooden gate is set into the wall at the far end of the courtyard.

The courtyard itself is filled with elves. Although their clothing is torn and ragged, it appears that many of these elves have made some effort to look presentable by patching and mending.

In the center of the courtyard stands a scaffold. A figure, its head shrouded in a hood, kneels on the scaffold. The prisoner is bound hand and foot, its head lies on a great block. Another hooded figure stands next to the Prisoner, a great axe poised above the Prisoner's neck.

Elven children run and play, their echoing laughter hollow against the walls. Adult elves go about their affairs or stand in groups talking casually to each other. All seem unaware of the impending execution.

The melancholy sound of the lute floats through the mists.

The Situation: Both the Prisoner and Executioner have their faces hooded and covered. As the heroes enter the square the elves will begin to take notice of the execution as if they were waiting for the heroes to arrive to begin. The elves start screaming and wailing in despair.

Development: If the heroes make no attempt to stop the execution or remove the hoods, the execution will take place. When the Prisoner's head falls from the body, the hood will come off. The Executioner will also remove his/her hood at that time. The wooden gate that blocks passage through the far end of the square will be unlocked.

All the elves, the executioner, and the prisoner are dreamshadows of Lorac's mind. The elves are held in thrall by the executioner, who is Speaker Lorac. This will be discovered only if the hood is removed from his head. The prisoner could be either Laurana or Alhana.

Creatures: The Dreamshadow executioner of Speaker Lorac and a Dreamshadow mob of elves.

☞ **Dreamshadow executioner:** hp 65, see page 231

☞ **Dreamshadow elven commoner mob:** hp 139, see page 231

Tactics: Lorac will wait for the heroes to enter the square and be surrounded by the mob before attacking the heroes. Once they have been surrounded, he will take a standard action to remove the prisoner's head from their body and then turn toward the heroes. Then he will tell the mob to bring him the next prisoner. The elves will attack the heroes around them. Lorac will remain on the stage and attack any heroes that come within his reach. If the executioner is killed, then all attacks by the elves stop. In their joy, they open the gates at the other side of the square, allowing the heroes passage. If the heroes try to open the gate to escape the square, they will find it locked with a good lock (DC 30 Open Locks check).

FRIEND OR FOE (EL —)

Read or paraphrase the following:

Down another street you find a flurry of activity. A figure appears to be trapped in the center of dancing, swirling elven women. As you draw closer the figure somehow seems familiar to you. The whirling scarves and dresses of the elven dancers prevent you from seeing the figure clearly.

The Situation: The dancers and the mysterious figure are all dreamshadows. Who the figure is can be determined randomly by rolling a d10 or you can merely select from the following table:

Dreamshadow Identity

- | | |
|----|---|
| 1 | Member of the Party—This may or may not be the actual hero |
| 2 | Gilthanas—Brother of Laurana, second in line for the Qualinesti throne. † |
| 3 | Harald Haakan—Leader of the ice barbarians near Icewall. |
| 4 | Feal-Thas—A well-known dark elf and Highlord of the White Dragonarmy † |
| 5 | Orlik Sandath—Owner of the Inn of the Last Home in Solace. |
| 6 | Fizban—Befuddled old wizard who has crossed paths with the heroes in the past. † |
| 7 | Ladine Dralathas—Silvanesti member of House Advocate, a friend and loyal servant of Alhana. |
| 8 | Theros Ironfeld—Smith from Solace. |
| 9 | Kitiara uth Matar—Sister of Caramon and Raistlin, and possibly an old friend of the party. |
| 10 | Bupu—Gully dwarf shaman from Xak Tsaroth. |

Figures marked with a † are found in *Dragons of Winter*; if you do not have that volume, roll or choose another.

After rolling a d10 and consulting the table above you can describe that hero as being at the center of the dancers. There are eight elven dancers. If any of them are touched physically they will appear to wake from a dream and then scream in a horrified manner and attempt to escape the heroes. All the dancers are Dreamshadow figures.

The hero at the center of the elven dancers will not understand how they arrived in Silvanost, but will attempt to join with the party for safety until they can escape the Nightmare and return home.

☞ **Dreamshadow traitor:** hp varies, see **Appendix One**

Tactics: In each case the Dreamshadow will follow the heroes till the end only to betray them in the final fight against Cyan.

DARK-NIGHT CHILD (EL —)

This scene is required if the finale selected for this part of the adventure is **Conscience of the Speaker**. Read or paraphrase the following:

A great stone pillar stands in the center of the street. A figure dressed in rags hangs suspended from the top of the pillar by manacles attached to his wrists. Tortured cries echo across the city.

The Situation: The figure is a Dreamshadow of Loralon, the once great cleric of Silvanesti, who has been drawn into this nightmare by Lorac's subconscious. The Speaker seeks his cleric's forgiveness and help, but at the same time punishes him for leaving. Alhana will recognize the figure as the heroes draw near.

Loralon will beg the heroes to rescue him. Note that he is suspended 40 feet from the ground. When released, he will fall unless the heroes have a hold of him.

Development: If the heroes manage to break the chains, Loralon will thank them in a hoarse voice. It is clearly evident that he has been tortured and his neck is broken and it is only through sheer will power that the elf is still living. However, he tells the heroes he has important news for the Speaker that he must relay to them, for he will not be able to make the journey with them. He must relay to them the story of the Dark-Night Child. After relaying the story he will pass away. If the heroes received the ending **Conscience of the Speaker** during the **Casting of the Coins** the following story will be instrumental in completing their mission.

The Tale of the Dark-Night Child: In the Years of New Stars, the Dark-Night child wandered heedlessly among the Silvan Wood. Soon she was lost, far from her home. Night came upon the Dark-Night Child, bringing terrible magics with it. The elf-friend trees were tortured by the Night Magic and seemed to turn against the Child. The gentle forest creatures were suddenly evil and fearsome. The Dark-Night Child cried in terror, fearing that the Night Magic would work its evil on her, too.

But, as the Child's tears fell, she saw them glisten with light. Looking up, the Child beheld the Sky-fires burning in the dark realms above. She knew then that Paladine watched

over her and that the Night Magic had no power other than that which her mind had given it. When she realized this, the Dark-Night Child felt safe. The Night Magic fled. The Dark-Night Child's family found her in the brightening dawn, asleep in the peace of Paladine.

TORTURED NYMPH (EL 12)

Read or paraphrase the following:

A dead tree stands alone in an empty square. A faint weeping can be heard from all around. An elfmaid appears to be strapped to the trunk. Carrion birds wheel in the sky overhead, circling the top of the tree.

The Situation: The figure tied to the tree appears to be an elfmaid at first sight, but is in actually a nymph that was pulled from the forests and has been tortured by Dreamwraiths here. Eight giant vultures circle above her watching and waiting for her to die.

Creatures: Eight giant vultures and one nymph.

☞ **Giant vultures (eagles) (8):** hp 26, see page 237.

☞ **Nymph:** hp 27, see *Monster Manual*

Tactics: When the heroes approach the pillar the giant vultures (which are Dreamshadows) will swoop down to attack the heroes. They will attempt to grapple heroes and lift them into the sky so they can drop them back into the square for falling damage. Apparently flight here is capable above 30 feet, but only above this small section of the city. The giant vultures will target any Dreamshadow heroes first.

As the heroes draw within 30 feet of the nymph she will look up, subjecting them to her blinding beauty (DC 19 Fortitude save or be blinded). She will not suppress this ability unless the heroes can convince her that they are real and are there to help. If they try to approach she will use her stunning glance to prevent them from approaching her (also a DC 19 Fortitude save due to her *circlet of persuasion*).

Development: If the heroes manage to free the nymph she will reveal that her name is Ninfa and she was taken from her grove in the forests. Ninfa will be grateful for her release, but she will not stay with the party.

Treasure: Ninfa's only possession is a *circlet of persuasion* that the dreamwraiths did not take from her. She will give the *circlet* to the most charismatic male in the party along with a kiss and then *dimension door* away.

RECLAIMING THE HOMELAND (EL 12 OR 22)

Read or paraphrase the following:

You emerge from a heavy bank of green fog into a large plaza. At the center sits a large green dragon atop a pile of uncut gems and raw nuggets of precious metals. Smaller dragons lie around the edges of the plaza and look up as you arrive. A dozen elves with shaved heads are here too dressed in loincloths and delicate gold chains. The elves are hand feeding the smaller dragons and polishing their scales. The large dragon turns its eyes towards you and rumbles, "You, who would rescue Lorac Caladon from what he himself has brought upon this

land! Look upon what once was and what shall be again. Look upon the natural order of things—the elven slaves and the green dragons who are once again masters of the forest that is rightfully theirs.”

The Situation: All the figures in the square are Dreamshadows created from the mind of Cyan Bloodbane. The heroes can see that there are three streets leading from this plaza, only the one on the far side of Cyan is not blocked by a smaller dragon.

Creatures: A Dreamshadow of the green dragon Cyan Bloodbane.

☞ **Dreamshadow Cyan Bloodbane:** hp 178, see page 231

Tactics: The Dreamshadow of Cyan is really more interested in bragging and demoralizing the heroes than fighting them, but if they insist on fighting him he will gladly accept. However, if attacked, all the slaves and lesser green dragons will fade into the surrounding green mist leaving Cyan to face the heroes on his own.

Development: Cyan will discuss matters of dragon superiority with the heroes, focusing on how the gods betrayed the dragons allowing “lesser races” to drive them from their homes millennia ago. The dragon insists that Lorac has “willingly” given the elven lands back to the dragons and that the Nightmare is ancient magic that is working to restore the land back to its ancient form. Eventually the Dreamshadow Cyan gets tired of the heroes presence and tells them to leave the city and let the other “lesser races” know of his majesty. The heroes may take their leave by any of the streets leaving the plaza.

THE DEATH OF FIZBAN (EL —)

Read or paraphrase the following, replacing SAGE with the player hero who fills the archetype of the Sage:

The streets twist around to reveal two humans locked in mortal combat. One is the bumbling wizard known as Fizban; the other is a wizard wearing the robes of the Black Order of High Sorcery. Suddenly there is a flash of bright light, and one falls to the ground. The victorious Black-Robed wizard turns to face the party, and within the folds of his hood can be seen the face of SAGE. The black-robed wizard cries “The circle is complete and the power is mine!” Then he begins muttering in the language of magic.

The Situation: Both the Sage and Fizban are dreamshadows. The Sage has struck a mortal blow against Fizban and the old wizard is dying. Now the Dreamshadow Sage will attack the party.

☞ **Dreamshadow Sage:** hp varies.

Tactics: The Sage will begin by casting his most destructive area affect spell first. Then he will target his counterpart (if present) and then focus his attacks on the Protector.

Development: Once the heroes have defeated the Dreamshadow Sage, Fizban will moan softly. He is dying and no healing will save him, but as he passes away he says with his final

breath “Hearken back to the river Thon-Thalas. The River never lies when the coins are cast into its waters. In that vision is the key to awakening Lorac and ending the nightmare.”

LEAVING SILVANOST

After the heroes have made their way through the nightmare city they will find themselves in the Garden of Astarin at the base of the Tower of the Stars. Not surprisingly all of the vegetation has withered and shrines have been toppled. The noxious green fog of the nightmare clings to the base of the tower obscuring the double doors leading inside. From here the heroes can make their way through the sickly green mist of the garden down a final street to the Tower of the Stars.

THE TOWER OF THE STARS (EL 13)

This part of the adventure takes place in the Tower of the Stars, the source of the dream. When the players approach the tower, read or paraphrase the following:

The streets lead into a wide avenue lined with six stone columns. Each of the stone columns is twisted into the horrible shape of an agonized male elf. The roof the columns once supported has long since crumbled into the street. Here and there amid the rubble lie skeletons of elves. The end of the avenue is obscured by the layers of thick fog.

At the far end of the avenue, rising out of the noxious green fog, looms the black silhouette of the Tower of the Stars. Once beautiful, its graceful shape is now twisted and tormented.

The Situation: The last two columns are actually stone golems. As soon as anyone touches the doors, the stone golems will activate and attack.

Creatures: Agonized elf stone golems.

☞ **Stone Golems (2):** hp 107, see *Monster Manual*

Tactics: The stone golems will move to attack and position themselves between the heroes and the doors to the Tower of the Stars. In the first round, one stone golem will use *slow* on the heroes and on the second round the other golem will use it.

Development: The stone golems will protect the doors and will not move from their spot until they are defeated. If Alhana is a Dreamshadow, the stone golems will focus their attacks on her alone until she is dead.

The doors to the tower stand 10 feet high and are made of the same polished stone shaped by magic as the rest of the tower. They are magically sealed and are only able to be opened with the *key of Quinarost* that the “real” Alhana wears around her neck. If the heroes have a Dreamshadow Alhana with them, she will be unable to open the doors as her key is illusionary. If Alhana is not with the group, she will arrive shortly lost and bewildered wondering if the heroes are real or illusionary.

Until the doors can be opened by Alhana the heroes can attempt to make an Open Locks check to open the doors. However, any check will result in a failure. In addition to this the door is also trapped.

☞ **Poison Needle Trap:** CR 3, mechanical; touch trigger; repair reset, lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (wyvern poison DC 17 Fortitude save resists (poison only), 2d6 Con/2d6 Con); Search DC 22, Disable Device DC 17, market price 4,720 stl

Once the heroes make it through the doors the hallway beyond leads into the Endless Halls of the Dead Kings.

THINGS THAT HAPPEN IN THE ENDLESS HALLS OF THE DEAD KINGS

The Nightmare has transported the heroes to the illusionary landscape of the Endless Halls of the Dead Kings. As the heroes enter through the doors of the tower read or paraphrase the following:

The doors open on twisting corridors of obviously dwarven design. Other doors can be seen at various places along the corridor. A woman's scream pierces the air and then suddenly stops. You can hear broken sobs and whimpers echoing through the hallways.

The Situation: The heroes enter the tower at the west location marked "A" on the Endless Halls Map. The doors behind them will close, trapping them inside. They will also discover that the grand double doors through which they entered have transformed into a single non-descript door. If they try to open the doors marked "A" again, they will only find more hallways as it links to another location on the map marked "A." The heroes must find their way through the maze of hallways to area number 6 on the map which will transport them to the throne room. Along the way they will encounter visions that will occur as soon as a door is opened transporting all the heroes to an illusionary landscape. When the heroes open any door to a room or corridor marked with a number, read or paraphrase the associated text. Each scene will only occur once.

EH 1. LAIR OF THE HIGHLORD (EL 9 OR 16)

As the first hero touches the door to this area, a biting cold falls over everyone and a thick layer of ice forms over everything covering the walls and floors. In a matter of moments the heroes find themselves transported to another time and place. Read or paraphrase the following:

The cavern-like walls are lined with elves who might appear to be sleeping if it weren't for the frigid whiteness of their skin and the frost that coats them. Warriors dressed in heavy furs and elven refugees lie huddled together in frozen death.

The sinuous figure of a white dragon lurks in the shadows of her lair. Her wings are tucked back and her neck is arched. The monster hisses at you from the top of an imposing pile of gold, jewels, and strange, glowing devices. A clear, crystal *orb* is directly in front of the dragon.

Standing next to the *orb* is the gray-cloaked figure of a Dragon Highlord. At the far end of the ice cave, a waterfall cascades out of a crack in the wall.

The Situation: The heroes have found themselves "transported" to the dreamscape scene of the white dragon's lair below Icewall. Here they will face off against Sleet and the Dragon Highlord Feal-Thas.

The waterfall is an illusion. Any hero who attempts to pass through it will find the entire party back at the door that was originally touched, as if waking them all from a very deadly dream.

Creatures: Dreamshadows of Sleet and Feal-Thas.

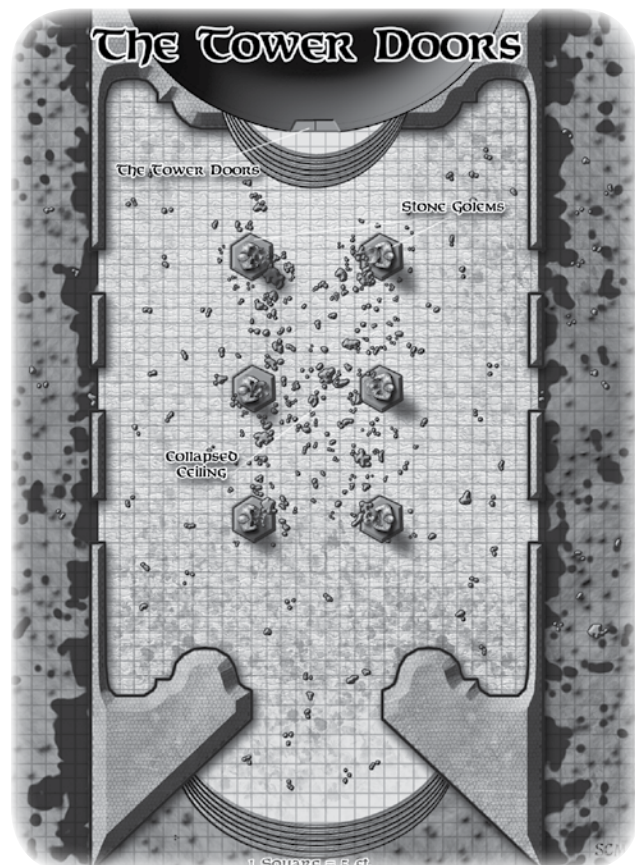
☞ **Dreamshadow Sleet:** hp 102, see page 234

☞ **Dreamshadow Feal-Thas:** hp 25, see page 231

Tactics: If the heroes' friends are present it is evident that they have already been in combat with the dragon and the Highlord. Sleet will wait two rounds from their arrival to use her breath weapon. Feal-Thas will turn invisible on the first round and move to position himself for a more deadly attack such as *cone of cold*.

Development: In their current state this may be a deadly encounter. If the heroes left their companions behind in Tarsis they could also appear here, perhaps many of them already dead or dying. Sleet and Feal-Thas will only attack for four rounds. On the fifth round they will attempt to escape through the waterfall, with the *dragon orb*.

If any of the heroes manages to grab the *dragon orb* they will discover that once they exit the dreamscape through the waterfall the orb becomes a fragile sphere of ice that will eventually melt and break.



REALITY DISTORTION

When entering the third level of the dream starting just outside of the Tower of the Stars, the heroes will have to deal with the distortion of their own reality. Thus, their strengths will become weaknesses and their weaknesses will become strengths in many instances. This sidebar offers an optional rule you can use while the heroes explore the Tower of Stars. Whenever determining a DC that the heroes must pass in order to successfully perform skill checks or saving throws use the following formula.

DC + Hero's modifier -10.

The hero's modifier is the skill check or saving throw bonus.

Example of a skill check: The DC to unlock a door is DC 25. The Rogue has a +22 to Open Locks. Bupu has a +4 to Open Locks. If the Rogue attempts to unlock the door the new DC will be 25+22-10 making the new DC a 37 for the frustrated scoundrel. If Bupu makes the attempt she only has a +4 to Open Locks so her new DC to succeed is 25+4-10 making the DC a 19, giving her a sporting chance.

Example saving throw check: The DC to save against a poisoned dart is DC 20. If the Sage and the Protector are both hit by darts, they must both make Fortitude saving throws. The Protector has a +16 Fortitude save so the new DC for them to beat is 20+16-10 making it a DC 26. The Sage only has a +4 Fortitude save so his new DC is 20+4-10 making his DC to beat only a 14.

EH 2. MINOTAUR JUSTICE (EL 11)

Read or paraphrase the following:

You appear in a great arena. Bright sunlight momentarily blinds you and the deafening roar of thousands of voices explodes from all around. As your vision adjusts to the light you can see that a group of minotaurs are chasing a terrified elfmaid around the arena. Although she is carrying a short sword she is obviously outmatched. As the minotaurs take swipes at her, the crowd of onlookers cheer zealously.

The Situation: There are six Dreamshadow minotaurs chasing a "real" elf. Alhana recognizes the elf as, Selohna, one of the caretakers of the Tower of the Stars. If the heroes spend any time looking into the stands, they will see that the minotaurs there appear to be undead, skeletal with flesh dripping from their bones.

Creatures: A group of Dreamshadow minotaurs.

☞ **Dreamshadow minotaurs (6):** hp 33, see page 233

Tactics: If the heroes take longer than three rounds to attract the attention of the minotaurs they will attack and kill Selohna. If the heroes do try to save the maiden, the minotaurs will first target any Dreamshadow heroes and then move on to the real heroes.

Development: The crowds will continue to cheer for anyone that sheds blood, but they will not descend into the floor of the arena. The dreamscape will end when all of the minotaur warriors have been defeated.

If Selohna is alive when the dreamscape ends, she will be badly shaken up and confused. But she will recognize Alhana and is rejoiced to see that she has returned. While she will follow the heroes, she will not fight and will attempt to remain far from any actual combat. Selohna does not have any useful information for the party now, but as an authority figure of the Tower of the Stars, she may come in useful once the Nightmare has ended.

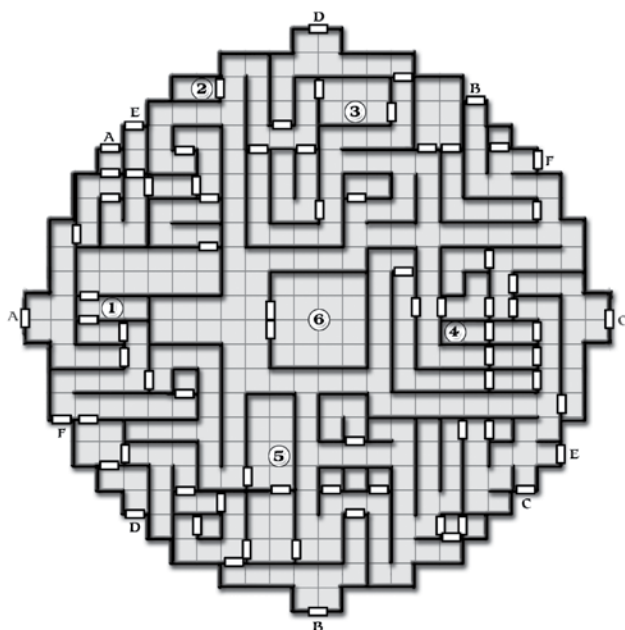
EH 3. DRAGONLANCES (EL 11)

As the heroes touch the door to this area, read or paraphrase the following:

A set of stone stairs appears out of the darkness before you and lead you up to a great platform. To your left and right are two more sets of stairs, each heading up only a few feet to a room above you. Dim green light comes from what appears to be a pair of giant eyes staring down at you from the ceiling. You are amazed to see *dragonlances* standing on either side of a doorway on the far side of the raised room. In the center of the platform lies the broken remains of a great bronze statue. Curled up on the floor in the doorway is a single, dark figure.

The Situation: The heroes have jumped to a dreamscape of the Stone Dragon in Southern Ergoth. They are unable to return back down the stairs they started upon because it is now blocked by a stone wall. The huddled figure is Silvert, a young, Kagonesti

The Endless Halls



1 SQUARE = 10 FT.

SCM

elfmaid with silver hair. She is crying and saying she has been unable to leave the room because the *dragonlances* prevent her from leaving.

Creatures: Dreamshadow animated *dragonlances*.

☞ **Dreamshadow animated dragonlances (10):** hp 52, see page 230

Tactics: If the heroes come within 10 feet of the *dragonlances* or the door the lances will come to life and attack. Three *dragonlances* will move to protect the exit. The rest will fly to surround the party and attack.

Development: If the heroes manage to reach the exit they will find that the door is locked with an average lock (DC 25). As the first hero passes through the door the dreamscape will end.

Treasure: If any of the heroes had a *dragonlance* in their possession when the dream ended, they will discover that they do in fact have one “real” *dragonlance*. However, they should be kept in the dark as to if it is real, until the moment they decide to use it in the final battle.

EH 4. TOWERS IN SOLAMNIA (EL VARIES)

Read or paraphrase the following:

You appear in a great courtyard. Dawn’s light bursts red beneath the clouds. To your right stands the main portion of what appears to be the High Clerist’s Tower. To your left, a great wall looms between you and the grassy plains beyond.

Two great stone staircases ascend the battlements of the wall. Beyond the wall, you can hear familiar harsh trumpets and the clash of steel. The Dragonarmies!

They have come in full force and are about to assault the wall! Within moments they will be pouring into the courtyard!

The Situation: The courtyard leads up to the battlements. There are no other figures on the wall. If the heroes do not mount the wall within five rounds (it takes one round to climb the stairs), the attacking army will reach the top of the wall and begin firing arrows down on the heroes.

Creatures: Dreamshadows Kitiara, Skie, and Dreamshadow draconians.

☞ **Dreamshadow kapak fighters:** hp 32 see page 232

☞ **Dreamshadow Kitiara uth Matar:** hp 49, see page 233

☞ **Dreamshadow Skie:** hp 102 see page 233

Development: If the heroes mount the wall, they will look down over a great plain that is nothing like the terrain surrounding Silvanost. It is, instead, a seething mass of enemies! Draconians are planting four ladders against the walls, one at a time. Each of these ladders may be thrown down, but only if the heroes gain initiative over the enemy figures they encounter on the ladder. It takes a DC 10 strength check and a full round action to throw down a ladder.

Any ladder thrown down will take two rounds to be replaced. After 1d4 + 2 rounds of fighting, Kitiara and her blue dragon Skie will pass overhead and then circle back and hover above the heroes. Kitiara will first call on the heroes to surrender, warning them that the fight here is hopeless.

In the next round Skie will land on the wall and Kitiara will dismount. Then Kitiara will approach the heroes. If there are any knights among them she will challenge them to a duel. If there are no knights she will make the offer to any of the warriors in the party. She claims that if she is defeated in fair combat that her armies will leave. If she is attacked by the entire party she says Skie will join the fight.

If Kitiara is defeated, Skie will roar a challenge, but the dragon will not have time to attack. All the other figures in the encounter will flee from the wall in terror and the exit gates from the courtyard will open. If Kitiara wins she laughs and tells her dragon to finish off the rest of the party. However, before the dragon can attack the dreamscape will end. Fog will well up from the plains and, regardless of which exit is taken by the heroes, they will find themselves back in the corridors of the Tower of the Stars.

EH 5. THE DEATH OF HEROES (EL —)

Read or paraphrase the following:

As you open the door, the room beyond is filled with bodies. Closer investigation reveals that the bodies are your own. A figure kneels amid the bodies crying.

The Situation: The figure should be someone known to the heroes’ that is not currently present such as Goldmoon, Tika or Kitiara. As the heroes draw closer to her they will hear her muttering “I should have died with them. I should have died with them.”

Development: From this point the heroes will discover that they are incorporeal, or at least they believe they are. If they attempt to open a door their hand passes through it. If they attempt to handle any of their bodies they are unable to grasp anything. This should allow them to explore the endless maze without being restricted to the walls of the corridors, but they are always trapped within the maze. They will always be able to find their way back to the room where the figure and their Dreamshadow bodies lie.

While they are in this state they will be unable to enter **EH6 The Throne Room**, but they may be able to find the most direct route there. The heroes feel solid to each other and to the crying figure while in this state.

The only way to end this dreamscape is to do exactly what the figure stated, and that is to kill the figure so that she may join the others in death. The figure will not resist and will die with one stroke. If this figure was close to any of the heroes it wouldn’t hurt to have them blame the hero for all this as they pass away.

EH 6. THE TWIN DOORS (EL —)

Read or paraphrase the following:

A set of double doors, intricately carved in floral designs and gilded in silver and gold, stand before you.

The Situation: Beyond these doors lies transportation back to the throne room of the Towers of the Stars. The heroes only need to open the doors in order to find Speaker Lorac and the source of the Silvanesti Nightmare.

THE THRONE OF THE SPEAKER (EL 21 OR 27)

This scene will occur once the heroes pass through EH6.

Twin Doors. This battle will not be won by killing Cyan Bloodbane, but by freeing Lorac from the grips of the Nightmare. Before running this scene make sure you have reviewed the section on **Ending the Nightmare** on page 49 to determine how the heroes can win this battle. Then when you are ready, read or paraphrase the following:

Shifting green mist writhes through the great hall. The far walls are obscured in the dark gloom. In the center of the hall, illuminated from above by a single shaft of ghastly white light, stands the throne of Speaker Lorac. Here sits Lorac himself.

The Speaker's body is emaciated and wracked by convulsions. His right hand rests on a great globe of crystal that glows with swirling colors of light and dark.

Surrounding Lorac's throne are the sinuous bodies of five huge, green dragons. Each dragon's head hovers near the head of the tormented Speaker, murmuring the nightmares. The dragons' hissing whispers reverberate throughout the hall.

The Situation: There is only one real dragon—Cyan Bloodbane. The other four dragons are illusory. Before the heroes can react to the situation two more sets of heroes filter in from each side of the great chamber!

The heroes that are appearing are a mixture of Dreamshadows and real heroes that were lost earlier during the journey through the bleeding woods and Silvanost. So if a hero died within the Tower of the Stars two more of that "same" hero appear now, one in each new group. These new heroes will have the hit points and spells you recorded as the heroes entered the city. Also included will be Dreamshadows of any other heroes that happen to be traveling with the heroes, including Alhana, Waylorn, and Verminaard.

☞ **Cyan Bloodbane:** hp 442, see page 228

☞ **Dreamshadow Cyan Bloodbane (4):** hp 178 each, see page 231

☞ **Dreamshadow Verminaard:** hp 43, see page 235

Tactics: Most of the dragons will immediately leave Lorac and separate in an apparent attempt to create a barricade between the heroes and Lorac. While Dreamshadow dragons will focus on Dreamshadow heroes, Cyan Bloodbane can tell the difference between real heroes and dreamshadows. He will focus his attacks on the group of heroes with the most real heroes in it. Dreamshadow dragons of Cyan will move away from Lorac and wade into the groups of heroes, but the real Cyan will stand his ground in an effort to keep anyone from reaching the throne.

Development: The key to the heroes' success here is to first determine which of the heroes in the room are real before determining which of the dragons is the real one.

Do not tell the players directly which group of heroes entering the room contains their real heroes. You can give distraught heroes clues, however, by recapping previous encounters. The players should have figured out by now that Dreamshadow creatures prefer to attack other dreamshadows first. If the players realize that four of the dragons are moving away from the throne they may realize that Cyan is doing all he can to ensure that Lorac remain in contact with the orb.

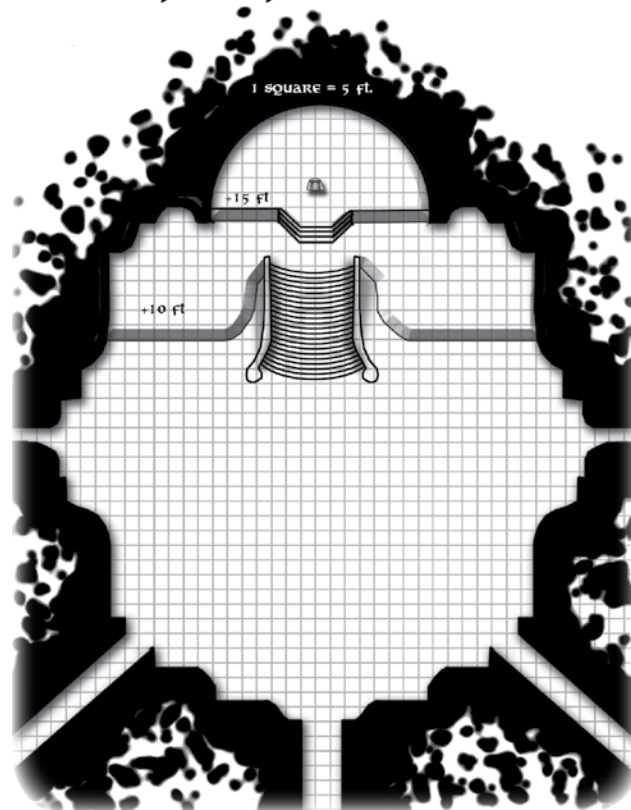
The Dreamshadow Verminaard will of course take this opportunity to turn on the heroes as well.

When the heroes enter the room and discover other versions of themselves you can, turn over control of all incarnations of any hero (both real and Dreamshadows) to the player running that character. So each player will have a total of three different heroes to run at once! If he has figured out which ones are Dreamshadows and which one is real, then he can use the Dreamshadows of himself to protect himself in the dream.

The DM should have each player number their heroes from one to three and then secretly note which numbers are the real heroes. So when the dream ends it can be determined which heroes lived and which died.

Choose one of the green dragons to be the real Cyan. The other dragons will take damage, both real and illusory. Illusory dragons will disappear in a cloud of greasy green smog when defeated. If the heroes kill the real Cyan Bloodbane, his body will remain. The real Cyan will take damage that is both illusory and real from real characters and Dreamshadow characters in the same way that the heroes do.

THE THRONE ROOM



The heroes may try to end the dream at the same time they fight the dragons. (See **Ending the Nightmare**). If Lorac is awakened from the dream, the four Dreamshadow dragons will vanish and the real Cyan will attempt to flee by leaping through the large, green window behind the throne.

Keep in mind that this fight can get to be very lengthy and complex considering the number of characters involved. It would help if each player only rolled one initiative and all his characters acted on that same turn.

ENDING THE NIGHTMARE

No Epilogue is provided for heroes who fail on this mission. If the heroes fail, they will have died and thus have written their own epilogues!

To succeed, the players must awaken Lorac Caladon, Speaker of the Stars, from his nightmare-ridden sleep. The ways to draw Lorac from his dreamstate are listed below. The heroes must complete at least one of these goals in order to free Lorac from the Nightmare. The only goals that will work were determined by the coin toss in the scene **Casting the Coins** on page 24. The choices are:

1. DAMAGE BY KIN

Should the real Lorac be struck by the real Alhana for any kind of actual damage, the Speaker will awaken. This action must have been foretold by the coin toss to work. If not, the Speaker will not react.

2. THE POWER OF THE GODS

Any non-damaging clerical spell from a true cleric can be used to awaken Lorac from his dreamweb. The cleric must also succeed on a DC 25 caster level check to overcome the control of the *dragon orb* on Lorac's mind. If this option was not determined by the coin toss, these spells will have no effect on Lorac. Goldmoon or Waylorn are good candidates to make this attempt.

3. CONSCIOUS OF THE SPEAKER

Loralon was a cleric from Silvanesti before the Cataclysm. Loralon's memories, brought back to the mind of Lorac, may end the suffering of the land.

If the heroes recite to Lorac the tale of the Dark-Night Child, he will awaken from his dream. This action must have been determined by the coin toss.

4. THE LOVE OF ALHANA

If the real Alhana, beloved daughter of Lorac, simply touches the Speaker, she has a chance of awakening him. The more gentle the touch, the more successful will be the attempt. When touched, Lorac will have to make a DC 35 will save to wake up from the dream. He has a +16 Will save. Use the following chart to determine the circumstance bonus Alhana provides to his saving throw by touching him.

You must decide which of the above categories Alhana's touch fits, given the situation at the time. A successful saving throw on Lorac's part means, in this case, that the hold of the *orb* is broken and Lorac awakens.

Type of Touch	Modifier
Loving touch/tears	+16
Gentle touch	+12
Ordinary touch	+8
Rough touch/grab	+4
Striking blow/slap	+0
Weapon damage	-4

5. BREAKING THE ORB

If the *orb* is hurled to the floor, there is the possibility it will shatter. Simply removing the *orb* from Lorac's direct touch will not break the bond between them. Smashing it to the floor will do 2d6+strength modifier of damage to the *orb*.

For every six points of non-magical damage the *orb* takes, check to see if it shatters by rolling 1d20. The *orb* will shatter on a roll of 18 or higher. Magic cannot harm the *orb*.

Whenever the *orb* finds itself under direct attack, however, it reacts through the dream summoning another Dreamshadow of Cyan Bloodbane. Breaking the *orb* will always end the dream.

6. DEATH OF THE SPEAKER

If Lorac dies, then the *orb* no longer has anyone under its control. The dream disappears. Thus, the *orb* will react to attacks against Lorac just as it reacts to attacks against itself.

Killing the Speaker will always end the dream. In the first chapter, the heroes' actions unknowingly determined which of the above actions would work by the coin toss. The last two will always work. Breaking the *orb*, however, means that the PCs will no longer have the *orb*. The death of the Speaker is a tragic act. Given the situation in the Tower, however, these two are probably going to be the most difficult to achieve.

THE NIGHTMARE ENDS

When the dream is ended, the Throne Room will suddenly be plunged into utter darkness. The heroes will have to find their own light. When they do, they will discover that only they themselves—the real heroes—are in the hall. All Dreamwraiths and Dreamshadows in the tower will have disappeared.

At this time reveal which numbered character was real for each player. They can discard the other two characters. Whatever shape that hero may be in, dead or alive, is the current status of the player's character.

Any real monsters that were not slain, as well as the terrible deformity of the land, will still be visible. Nothing will attack the heroes at this time, however. When the heroes have had a moment to look around read or paraphrase the following text. If Lorac has died then it is a ghostly visage the heroes are looking at, else it is the real Speaker:

Suddenly, the apparitions of the dream disappear. You find yourself in the great, vast hall. Though it is still filled with green mist, the horror that was here is gone. As you look around, you see your companions are also in this room.



Speaker Lorac Caladon sits upon his throne in a dazed silence, staring around the hideously changed Throne Room. The scars of the dream are still visible. Suddenly, he begins to scream—a shrill scream of such pain and anguish that your heart aches. Then he falls silent. He turns to look at you. His eyes reflect a sorrow deeper than the Abyss.

“My pride, my weakness...” he murmurs. “I wanted to be the one! I wanted to save my nation...alone! Now my pride is turned against me, my greatest fears become reality.

“I have taken so much from the land of my ancestors,” he says softly. “I have much to return.”

The Speaker’s last whispered words are heard throughout the hall.

“I give myself to the land. Bury my body in the soil. As my life brought this curse upon it, so, perhaps, my death will bring its blessing.”

So passes the spirit of Lorac Caladon, Speaker of the Stars.

Epilogue

The terrible nightmare that the *dragon orb* inflicted on the realm is now ended. Its effects on the land and on creatures that live here has not. For the elves, a living nightmare has begun.

All structures remain contorted and deformed, the green mists still cling to the ground. The trees still bleed from great gashes in their bark.

Further adventuring in the Tower and Silvanost will profit the heroes little. Alhana’s griffons will return when Lorac is freed from the Nightmare. Alhana honors her father’s request by burying him. Read or paraphrase the following:

Lorac’s funeral was held the next day. According to his last wish, he was buried in the ground outside the gates of the city beneath a twisted and tortured tree. This barbaric custom shocked the few elves that were left in the city, yet not even the proud Alhana could deny him his dying wish.

As Alhana wept over the grave something astonishing happened. The hideously deformed tree began to groan. The branches of the tree ceased their tortured writhing.

They hung motionless for an instant, then—with a sigh—they turned toward the heavens. The trunk straightened and the bark became smooth and began to glisten in the light. Blood ceased to drip from the tree. The leaves let living sap flow once more into their veins.

The land of Silvanesti is still a tortured nightmare, but now in this land of horrors, one tree’s beautiful green leaves stand out in splendid contrast to the black desolation of the forest around it. It sways in the chill wind, singing soft music as it spreads its limbs to shelter Lorac’s grave from winter’s darkness, waiting for spring.

It will be a long and painful time before the elves will return and begin to heal their beloved homeland. Yet that one tree will ever stand as a symbol of their folly...and their hope.

What’s Next?

The only viable route for the heroes from Silvanesti is to the north or east. To the west, the Dragonarmies are still searching for them. To the north are the lands of Khur occupied by the Green Dragonarmy. To the east lay the desolate lands of the Goodlund peninsula and to the South is ocean. If the heroes travel to the north or east they could find passage aboard a ship that could take them around the continent and the war-torn lands to the shining city of Palanthas in Solamnia and the Great Library where they may be able to find out how to use the *dragon orb*. The griffons will take the heroes northward to the Silvanesti border or to the east. It is also at this time that Alhana and Waylorn can be played as a player hero.

If the heroes did not uncover a *dragonlance* during their journey, Alhana will gift them with the only one that can currently be found in the tower. In addition, she gifts the party with the following items from the treasure vaults of the Tower (all found in the *War of the Lance sourcebook*): a *brooch of imog*, a *golden circlet*, a *flute of wind dancing*, and the sword *Wyrmsbane* (also known as *Redeemer*, the brother sword to *Wyrmslayer*, which the heroes may have recovered in Pax Tharkas).

From here the story continues in **Chapter 10: Shadows**.

CHAPTER TEN: SHADOWS

The storm shut down Flotsam tonight. The bars that normally stayed open until the dawn straggled through their grimy windows were locked up and shuttered against the gale. The streets were deserted, no one venturing out into the winds that could knock a man down and pierce even the warmest clothing with biting cold.

Tanis walked swiftly, his head bowed, keeping near the darkened buildings that broke the full force of the gale. His beard was soon rimed with the cold, cursing the dragonarmor's cold metal against his skin. Glancing behind him occasionally, he watched to see if anyone had taken an unusual interest in his leaving the inn. But the visibility was reduced to almost nothing. Sleet and rain swirled around him so that he could barely see tall buildings looming up in the darkness, much less anything else. After a while, he realized he better concentrate on finding his way through town. Soon he was so numb with cold that he didn't much care if anyone was following him or not.

Dragons of Spring Dawning

By Margaret Weis and Tracy Hickman

SYNOPSIS

Having survived the Nightmare of the elven lands, the heroes head north to the Silvanesti borderlands. From there they eventually make their way to the region of Balifor on the Goodlund Peninsula. Attempts to find passage to Palanthas in Port Balifor fail, but they are given a chance to make a few allies. Continuing their trek, they cross Goodlund into the Kenderwood where fate drags them by the nose to the city of Kendermore. From the kender city, the heroes seek out an oracle to give them hints of what's to come. Then they head to Flotsam where they befriend rebels, break Dragonarmy alliances, and save the mysterious Green Gemstone Man before escaping into the Blood Sea of Istar!

NEW HEROES

The Nightmare of Silvanesti may have taken the lives of one or more of the heroes. If this is the case there will be the opportunity to introduce new player heroes in this chapter. At the beginning of this chapter Alahana Starbreeze has an opportunity to become a player hero, if she hasn't already. She may wish to join the heroes to find passage around the continent to Palanthas or Southern Ergoth; surely traveling around the continent will be safer than trying to cross it on her own with the Red and Blue Dragonarmies looking for them. The druid Waylorn Wyvernsbane may also be with the heroes now. If he is not, he can join the party via the scene **A Warning** on page 57. Waylorn can be a very useful addition to the party, a hero who may potentially play a pivotal part in the final chapter if he is taken that far.

After the heroes travel to Balifor they will also discover two additional NPCs that could potentially join the party as player heroes: the elven mariner, Serinda Elderwood, and the kender ranger, Kronn-alin Thistleknot. Kronn and Serinda are introduced in the scene **Look Up, Look Out!**

THEMES

The theme of this chapter is shadow. For most of this chapter, the heroes must try to remain out of the clutches of the Dragonarmies, and must therefore stick to the shadows to avoid attracting unwanted attention. In addition, they will most likely make contact with the rebels of Balifor, who use disguise and subterfuge to stay one step ahead of the invading forces. The shadows also represent the color of the dragons the heroes may face in this chapter as they travel through a region dominated by the Black Dragonarmy.

THE JOURNEY NORTH

This chapter begins two weeks after the end of **Chapter 9: Dreams**. Following Speaker Caladon's death, Alhana asks the heroes for aid in securing the city against the dream and for help in finding any living elves. Within two weeks the heroes save nearly fifty elves, twenty of which are warriors. If Alhana is now a player hero, she can join with the party on their journey north.

Pitting the players against random encounters might serve to represent the retaking of Silvanost, or you can simply summarize the story. Once the heroes are ready to leave Silvanost, read or paraphrase the following:

Alhana arranges to have her griffons carry you away from the Silvanesti forest. As you fly overhead, you can see that the Nightmare is far from over. Green smog swirls throughout the forests and the trees appear dying and twisted in agony. Dark shapes move through the mist and unsettling noises echo from below, but as you look back the city of Silvanost seems like a shining beacon. The Tower of the Stars, standing tall and white, offers a chance of hope in a dark realm.

Where the griffons land depends on where the heroes choose to go. If they choose to go north into the lands of Khur, the griffons will only travel as far as the border of the Silvanesti forest. From there it will be up to the heroes to make their way north. If they heroes decide to travel across the Bay of Balifor the griffons take the heroes to the tower of Seahall on the western shore of Balifor.

TRAVELING NORTH

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); desert terrain (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*)

As the heroes travel north from Silvanost they will first cross the Silvanesti borderlands. The borderlands are comprised mainly of savannah with thick grasses that hold the arid desert of Khur at bay. Small copses of trees gradually begin to thin out the further north they travel until there are left with nothing but thick stunted bushes. Once they have left the borderland behind them, they will enter the deserts of

Balifor REGIONAL



SCM

southern Khur. Great dunes of shifting sands move like slow waves in an endless ocean.

If the heroes choose to head east they will enter the lands of Balifor. Southern Balifor is a rugged land comprised of harsh seaside cliffs and rocky plains that gradually turn into lush prairie further to the north. Northern Balifor is good farming land dotted with semi-permanent nomadic settlements and nameless ranches.

WEATHER

Within the forests of Silvanesti the ancient magic of that realm keeps temperatures mild despite the horrors of the Nightmare. Yet, beyond the borders of the elven forests, winter is taking hold. The Silvanesti borderlands are covered in a light dusting of ice and snow that vanishes by midmorning. Cold temperatures prevail, but a good set of warm traveling clothes can stave them off.

If the heroes travel into the deserts of Khur and away from Silvanesti, the temperatures will be hot during the day but not unbearable. For the purposes of this adventure, the temperature in the desert is only of concern to the heroes at night, when it plunges below freezing. This is categorized as cold conditions. Every hour the heroes remain in the open and unprotected, they need to make Fortitude saving throws (DC 15, +1 for each previous check) or take 1d6 points of nonlethal damage from the cold. Heroes with the Survival skill may be able to apply their training to help themselves and their companions.

FLORA AND FAUNA

The Silvanesti borderlands once thrived with all manner of game, white tail deer, brown hares, and elk, making it one of the riches hunting grounds for a hundred miles. However, the invasion of the Dragonarmies has changed that. Most of the game is overhunted. Trapped between hunters and the Nightmare, the wildlife has nowhere to run.

In Khur, the deserts are full of scorpions, lizards, and other small desert dwelling animals that manage to avoid both the burning sun and the armies. Sparse vegetation can be found in sandy valleys between great stretches of land.

In Balifor, the dry, southern rocky regions are covered here and there with patches of dwarf brush, a short thick shrub that a number of animals use for protection and food. Further north, fields of grass grow and small copses of trees dot the plains.

PLACES TO VISIT IN KHUR

Inhospitable and unforgiving, Khur is a place few would dare venture into without a guide. The region consists mostly of huge stretches of desert with the occasional oasis providing precious nourishment to those animals hardy enough to survive. Even though Khur provides little in the way of food and shade, several nomadic tribes have still managed to survive, indeed prosper, in the desert, traveling from oasis to oasis. Many of the tribes are excellent horsemen and the horses of Khur are famous throughout Ansalon. With the Dragonarmies on the move, life has changed in Khur, with many cities in the region conquered by the forces of Takhisis. Life has changed for the nomads as well—but for the worse.

SILVANESTI BORDERLANDS

The three-pronged assault by the combined forces of the Blue, Green, and Red Dragonarmies on the elven kingdom of Silvanesti brought much suffering to land and people. Along the border lands of northern Silvanesti are countless signs of the destruction wrought by the invading forces. Village after village has been burned to the ground, their citizens slain or taken to the Dragonarmies' slave camps.

Along with death come the scavengers. The region bordering up to the Silvanesti forest is filled with bandits, grave robbers, Dragonarmy deserters, and fierce animals, fighting over the meager scraps left by the Dragonarmies when they retreated from Silvanesti.

BURNING LANDS

Southeast of Ak-Khurman lies forty miles of salt flats known as the Burning Lands. After the Cataclysm, the Burning Lands became a huge saltwater lake, but as the years went by, the water disappeared beneath the sand, leaving behind an arid wasteland covered with a layer of dust from the surrounding deserts. Now, only small waterholes remain, giving precious little nourishment to whatever wildlife remains in the harsh environment.

Many tales exist about the Burning Lands. Some legends say that the mountain that destroyed Istar still lies somewhere in the salt flat. Others say that tribes of otherworldly nomads live there. Some even say that the Sirrion the Firemaster himself walked here just before the Cataclysm.

AK-KHURMAN

Perched on the edge of the Khurman Sea, the port city of Ak-Khurman is one of the largest settlements in the entire Khur region and thousands of humans belonging to the Mikku tribe now call it home. From its humble beginnings as a small fishing village, Ak-Khurman has flourished and is now one of the major trading hubs of the Khurman Sea.

With the arrival of the Green Dragonarmies, the Khan of Ak-Khurman saw an opportunity to make a profit and so he opened the gates to the forces of the Dark Queen. The relationship between the locals and the newcomers has been far from friendly, however, and the recent death of the daughter of Khan Sharuk at the hands of a Dragonarmy Highmaster has damaged the relationship between locals and the Dragonarmy beyond repair.

BAY OF BALIFOR

The Bay of Balifor has always been a dangerous stretch of water, haunted by pirates, yrasdas (aquatic ogres), and other monsters of the sea. The appearance of the Black and Green Dragonarmies has put an end to pirate activity in the bay, but this is not something those sailing the waters benefit from. Instead of pirates, black and green dragons patrol the skies, warships belonging to the Dragonarmy navies roam the waters of the bay, and monthly troop transports from the minotaur isles make the waters inhospitable. Merchant ships are sometimes allowed past the Dragonarmy barricades as the Highlords are fully aware of the need for a healthy economy, provided of course that the merchants pay a significant fee.



PLACES TO VISIT IN BALIFOR

Balifor used to be a green and lush region inhabited by kender and elves. The Cataclysm changed the landscape dramatically. Now mostly deserts and expansive savannahs, Balifor is a brutal land, inhabited by those tough enough and resourceful enough to survive. The northern reaches consist of lush grasslands and thick forests, and the weather brought in from the Maelstrom has resulted in rich soil, making Balifor a land of contrasts. The Fin-Maskar tribe dominates the prairies although the Black Dragonarmy has claimed most of the Fin-Maskar lands. Today, Balifor is a very dangerous land, made so by the draconians, goblins, ogres, and evil humans patrolling the region in the name of Takhisis and the dragons flying in the skies above. Even the nomads are constantly harassed by the Dragonarmy forces.

SEAHALL

The tower of Seahall was built two centuries ago to serve as a lookout for potential enemies coming by sea. It is unclear who exactly built the tower, but some sources credit Weristan Polir, a wealthy merchant and dabbler in the arcane who lived in the ocean town of Calinhand. The tower of Seahall stood unused for decades and had fallen into disrepair when the Black Dragonarmy invaded the region. Thinking it could be put to good use, orders were given that the tower be renovated. However, the Black Dragonarmy left before renovations could be completed. Some say they left in a hurry. Now the tower is used by the region's rebels to pass on important information to one another by hiding messages in various recesses within the tower.

NOMAD SETTLEMENTS

The four villages of Ak-Bodin, Ak-Lir, Ak-Matar, and Ak-Rol belong to the Fin-Maskar tribe, each dominating one of the few natural springs of the savannah. Warriors and hunters that have settled down, the villagers trade openly with both nomads and civilized communities and are very hospitable as long as people don't create any trouble. Dragonarmy spies watch the warriors of the Fin-Maskar villages closely; Green Dragon Highlord Salah-Khan, born among the tribe of Khur and a lifelong enemy of the Fin-Maskar, demands it.

CALINHAND

Located on the southern shores of Balifor, the small port town of Calinhand attracts many fishmongers, farmers, and Khurish nomads eager to do business. Until recently, Kagonesti and Silvanesti elves also came to Calinhand to trade with each other, but the recent occupation of the city by the Black Dragonarmy put a stop to that. The elves won't risk being caught by the Dark Queen's minions.

Despite the Black Dragonarmy's influence in Calinhand, a former Knight of Solamnia named **Garic Di Feros** (LG male civilized human fighter 3 / Knight of the Crown 5 / rogue knight 2) still rules the town. Through political maneuvering, the rogue knight has been able to keep control of the town, but dark forces are moving against Di Feros and it is whispered that assassins have arrived in Calinhand. The docks of this port city are lined with Black Dragonarmy war galleys.

PORT BALIFOR

Port Balifor is a hub of activity with pirates, smugglers, barbarians, merchants, kender, and local farmers all coming to the port town to conduct their business. The town itself is located in a cove, although it has long since expanded to cover a series of docks and wharves. Port Balifor is currently occupied by the Black Dragonarmy, mainly because of its worth as a port town. The occupation has put a damper on piracy in the region but it has also brought a dramatic rise in taxes and that is not something the citizens of Port Balifor are particularly fond of. For now, Dragon Highmaster Hullek Skullsmasher has managed to keep the population in check, but trouble looms just beneath the surface.

BRIGHTFIELD

Located in northern Balifor close to Kenderwood, the farming village of Brightfield boasts some of the finest soil in all of Balifor. There should be no surprise that the village has become a major agricultural center in the region. Unfortunately, the success of the farmers in Brightfield caught the attention of the Black Dragonarmy and the village is now no more than a slave camp, producing food for the Black Dragonarmy. The crops are failing, however, and no one has been able to explain why. Villagers suspect that fey creatures with a mystical bond with the farmlands are to blame.

WINDOW TO THE STARS

This massive plateau of sandstone is located on the border between Balifor and Khur and is a marvelous sight to behold. Standing more than a mile and half above ground, the Window to the Stars is easily two miles across and its summit is made of polished glass, dark as the night sky. It is said that the plateau is a holy place; used in ancient times to commune with the gods. As the legend goes, after the Cataclysm it no longer reflects starlight. Few have been to the top to verify these claims. Tribes moving past the Window to the Stars have reported seeing red and blue dragons circling around the rock formation.

PEOPLE TO MEET ON THE WAY NORTH

The following NPC capsules give useful information about significant NPCs that the heroes may encounter in their time within the Khur and Balifor.

SERINDA ELDERWOOD

LG female Silvanesti elf mariner 6/wizard 4

It was only through her being out at sea that Serinda didn't share the same fate that befell her family at the hands of the Dragonarmies. Serinda lost her ship to the Dragonarmies and has been traveling with Kronn every since. Like many Silvanesti elves, Serinda is cool and aloof; distancing herself from those around her, especially as there are as so few elves that openly walk the lands since the Dragonarmies attack. She has started to become more relaxed and accepting of other races, this is due to her unlikely friendship with the kender Kronn-alin Thistleknot. *Starting Attitude:* Indifferent.

KRONN-ALIN THISTLEKNOT

CG male kender ranger 3/rogue 7

Kronn-alin (or simply Kronn) is a kender with a proud heritage. He is the eldest son of the famous kender hero Kronin Thistleknott. Kronn is anxious to prove himself as good as his father, and excels at devious battle plans. Once engaged in battle, Kronn leaves battle only unwillingly. During his wanderlust, Kronn left Kendermore, in order to make a name for himself. In recent times, Kronn has found new friends in the unlikely form of a Silvanesti elf, Serinda, as well as the daring rebel leader Silver Fox. Kronn is primarily used by the rebels as a messenger, and is entrusted with many secrets that the Black Dragonarmy would like to know. *Starting Attitude:* Friendly.

THINGS THAT HAPPEN ON THE WAY NORTH

Scenes here should specify what region they take place in: Khur or Balifor. Which scenes occur is based on the choices the heroes make and where they go. Some scenes may not even take place at all. If the heroes decide to go straight across the Bay of Balifor from the beginning, the griffons take them there; begin with **Look Up, Look Out!** (page 57). Alternately, you can use the **Something Borrowed, Something Blue** scene to provide them a way across the bay. Reference both **People to Meet on the Way North** and **Places to Visit in Balifor** for additional details about how to stage these scenes and how they link together.

Beginning with the scene **Look Up, Look Out!** it takes four days to reach Port Balifor. On the way you can run the **Draconian Search Party** and **A Warning** scenes.

UNEXPECTED PARTY [EL—]

As this encounter features members of the Mikku tribe, it should be run during the heroes' journey through Khur and preferably before the heroes reach Ak-Khurman or the Burning Lands. Read or paraphrase the following.

Spread out in a valley before you is a large tent city arranged in a circular shape, surrounding a beautiful oasis. The palm trees and the crystal clear water look inviting after several days' travel through the desert. Milling about in the city of brightly colored tents are dozens of figures, dressed in clothes as colorful as the tents, busy setting up the camp. At the edge of the camp you can see what appear to be two dozen bodies wrapped in a white cloth.

The Situation:

This Mikku tribe arrived at the oasis mere hours before the

heroes and is now busy setting up their tent camp. Seeking to escape the violence of the war, the Mikku tribe has traveled for weeks, bypassing several oases to get as much ground between themselves and the Green Dragonarmy as possible. The travel south has claimed more victims than the tribe leaders had hoped, several of their kin lost to the elements and to the strikes of Dragonarmy patrols.

Development: Unless the heroes act quickly, they are approached by a group of tribesmen, led by a tall, broad-shouldered man dressed in a white robe and holding a scimitar in his hand. The man introduces himself as Arkes. He asks the heroes to turn around and leave the oasis. Under normal circumstances, he would happily invite the heroes to stay for a while, but these are not normal times and their trek through the desert has made the tribesmen wary of strangers.

If the heroes refuse to leave the oasis, Arkes insists that they leave or else he will order his men to help them on their way. Arkes and his fellow tribesmen are currently Unfriendly. However, if the heroes manage to change it to Friendly, Arkes agrees to let the heroes restock their food supplies. If they manage to change Arkes' attitude to Helpful, he invites them to join him in his tent. If there are elves among the party Arkes will quickly come to realize that these travelers are not with the Dragonarmy and will invite them into his camp.

Arkes' large circular tent is furnished with soft pillows and low tables upon which trays filled with fruits are set. Arkes

tells the heroes about the tribe's journey and how the Green Dragonarmy mercilessly slaughtered his kin. He explains that Khur is under the rule of the Green Dragonarmy, lead by a ruthless warlord named Salah-Khan, and that the Burning Lands are overrun with green dragons. Rumor has it that Balifor is only slightly better off, controlled by the Black Dragonarmy, which is smaller than the Green Dragonarmy, contains fewer dragons, and is spread over a much larger area. If the heroes mention possibly going to Ak-Khurman, Arkes will advise against it, claiming that the ships of Ak-Khurman have been impounded by the Green Dragonarmy. Port Balifor might be a good bet, though. Arkes has heard that the rulers of Port Balifor have allowed ships to get past their barricades.

GREEN DRAGON RIDER [EL 14]

If the heroes ignore the advice of the Mikku tribe and continue north into the Burning Lands run this scene. The heroes encounter a green dragon and her rider. Read or paraphrase the following:



Serinda Elderwood

Thus far your journey north has been relatively uneventful and the baking sun and sweltering heat has been your worst enemy. As you reach the top of a large sand dune, you notice a shape in the sky coming from northwest and moving quickly towards your position. Then, to your horror, you realize that you've seen that shape before. It is a dragon.

The Situation: As the heroes travel through the deserts of Khur, they run into a green dragon and her rider. The two have been transferred to Pashin and are currently on their way south to join up with the Green Dragonarmy forces posted there.

When the dragon is 300 feet from the heroes' location, allow the heroes to make a Spot check (DC 20) to spot the other party. If the heroes notice the dragon first, they have 1 round to prepare before the dragon and rider notice them.

Creatures: A single young adult green dragon and her dragon rider, a Green Dragonarmy officer and veteran of countless battles. The two are on the way south but decide that the heroes will make for some much-needed combat training.

• **Green dragon rider:** hp 117, see page 248

• **Young adult green dragon:** hp 178, see page 248

Tactics: The dragon rider will remain mounted throughout the encounter. He attacks any opponent he can reach with his lance, focusing on warriors. In the first round of combat (before touching ground) the green dragon uses its breath weapon. In subsequent rounds the dragon uses the Full Attack option to deal damage to as many opponents as possible. The pair will not fight to the death, fleeing if either of them is brought below half its starting hit points.

Treasure: As the dragon is encountered away from its lair it doesn't carry any treasure. However, the dragon rider's equipment might be of interest to the heroes. His possessions are as follows: a beautifully crafted +1 lance, of elven make; a +2 longsword, also crafted by elven smiths; a platinum ring inset with three small emeralds (a *ring of protection* +2); a masterwork breastplate; 2 jaspers (each worth 85 stl); and 47 stl.

DRACONIAN SEARCH PARTY [EL 11]

This scene can occur in either Khur or Balifor and it will most likely happen more than once since both regions are patrolled frequently by the dragonmen. If the encounter occurs in Khur, the draconians the heroes encounter belong to the Green Dragonarmy while draconians encountered in Balifor will be loyal to the Black Dragonarmy.

The Situation: Dozens, if not hundreds, of draconian patrols roam the conquered

regions, looking for people who seem dangerous. Each patrol has a standing order to detain any who look odd and bring them to Port Balifor (if the draconians belong to the Black Dragonarmy) or Khuri-Khan (if they belong to the Green Dragonarmy) for questioning. They are particularly interested in elves and rebels as there is a high reward on them.

Creatures: One Dragonarmy bozak, six Elite baaz fighters, and six standad baaz, all bearing the insignia of the army to which they belong.

• **Elite baaz soldiers (6):** hp 34 each, see page 248

• **Dragonarmy bozak:** hp 58, see page 291

Tactics: The draconians and their leader will enter melee combat as soon as possible. They will use the flat of their swords at first, trying to subdue the heroes. If the battle goes against them, however, they will use lethal force. If seven or more of the draconians are killed, or if the patrol leader is killed, the remaining soldiers flee.

SOMETHING BORROWED, SOMETHING BLUE [EL —]

This scene occurs only somewhere along the coast of Khur, possibly in the Silvanesti border lands. It can be used as comic relief and, if the heroes have the proper skills, it can be used to get them across the Bay of Balifor without having to travel through Khur. Read or paraphrase the following:

As you travel along the coast, the Bay of Balifor on your right and the desert on you left, you feel the gentle sea breeze cool you down, offering sanctuary from the merciless rays of the sun. A few hundred yards ahead of you, you see a group of people jumping excitedly up and down, pointing toward the sea. Looking in the direction they are pointing you notice a small ship leaning precariously to one side a couple hundred yards from shore.

"Hullo!" says a high-pitched voice. "Did you see that? It was awesome! That wave was huge! Ever been on a ship? Is this yours?" You're standing face-to-face with a group of wet, seaweed-covered kender with smiles going from ear to ear.

The Situation: The group of kender "borrowed" a small ship in Port Balifor and thought they might as well go on a grand adventure. After all, the owner would want his ship to be put to good use. Unfortunately, they shipwrecked on the western shore of the Bay of Balifor. Excited by the wild moments in the sea, the kender are debating whether or not to repair the ship and try it all again.



Kronn-Alin Thistlenot

Development: Curious as they are, the kender, led by a white-haired female named **Blirinda Whiteshoe** (CG female kender master (performer) 5), bombard the heroes with questions about everything from their equipment to how many dragons they've slain and everything in between.

If the heroes ask the kender about their ship, they explain how they found it and how it looked so sad and unused. As good citizens they decided to set sail and go on adventure. Then a storm came along and the ship was thrown about the water, much to the kenders' delight. Next thing they knew, they were washed ashore and now they have to figure out how to fix the ship.

A hero with ranks in Craft (carpentry) or Craft (shipmaking) or Knowledge (engineering) might be able to repair the ship. In a pinch, a DC 20 Wisdom check will allow it to be patched up enough for a day's journey. Fixing the ship to make it seaworthy enough to cross the bay takes three days. With more time and materials it could probably even be made seaworthy enough to travel all the way to Balifor, provided the heroes had all the necessary materials (such as tools, lumber, etc.). The kender are delighted that they'll be going on another adventure on the high seas and insist that the heroes accompany them to Kendermore. After all, that's the least they can do.

If the heroes use the vessel to cross the Bay of Balifor it takes 24 hours and will land the party on the shore just below the cliffs of the Seahall tower. The kender will begin to scour the shoreline and become fascinated with the tide pools and seaside cliffs telling the heroes to go on without them while they go exploring.

Look Up, Look Out! [EL9]

This scene should occur after the heroes have made landfall in Balifor. Regardless of how the heroes arrived they will begin on a beach at the base of a small cliff below the tower of Seahall:

You make your way up a small trail from the beach you arrived on, up a cliff face. A tower rises above the cliff, built of green stone, aged and cracked.

The Situation: As the heroes reach the top of the cliff, have each one make a DC 15 Listen check. Success alerts them to the sound of a child yelling in anger. The cry is coming from the far side of the tower. If they fail, they come across the scene below moments later, and Serinda is down to -6 hit points.

Creatures: Strife, a young adult black dragon; Kronn-alin Thistleknot; Serinda Elderwood.

☞ **Strife:** hp 89, see page 244

☞ **Kronn:** hp 21 (raging), see page 304

☞ **Serinda:** hp -1, see page 304

Tactics: Strife has been ordered to capture both Kronn and Serinda and retrieve whatever message it is the rebels have just picked up in the Seahall tower. Serinda has been knocked unconscious and Kronn has begun raging, thinking that this is the end for both him and his friend. The dragon has been holding back on using his acid breath on Kronn for fear of destroying the message the kender carries. When the

heroes appear, he is more than happy to use it on them. After the use of his breath weapon the dragon remains in melee until he is reduced to 30 hit points or less. Then he jumps into the air and heads back to Calinhand.

Development: Serinda is dying so you'll need to roll a 10% or less on d% to determine if she stabilizes. If not, each round she is left unattended she loses another hit point.

Kronn is raging and will focus all his energy on bringing down the dragon. Once the heroes arrive, he will move to flank with any warriors. If Strife begins flying Kronn stops raging and attends to Serinda. (Keep in mind that Kronn has the Diehard feat.)

Kronn and Serinda are grateful for the heroes' assistance. Considering the heroes were willing to fight a black dragon, the pair are convinced that the heroes are not spies. Kronn explains that they work for a resistance force in the Balifor and Goodlund region. A messenger from Calinhand had left a message in the tower of Seahall and Kronn was here to retrieve it and take it back to Port Balifor. Kronn would rather not divulge the information of the message, but if diplomacy is used or the characters prove themselves, he may share that the message contains information on the number of troops and dragons along with specific schedules for watch rotations in Calinhand.

If Strife is able to escape he returns to Calinhand and reports what occurred. News of the heroes' descriptions is distributed to the Dragonarmy in Port Balifor in a week, and reaches Flotsam a week later. They will be marked as rebels if they do not make any effort to hide their identities.

It takes four days to travel to Port Balifor from the tower of Seahall. During that time you should at least run **Draconian Search Party** and **A Warning**. If during encounters with Dragonarmy forces Serinda and Kronn will always advise using diplomacy with heavy bribes to get through the meeting without starting a fight and attracting attention to themselves.

A Warning [EL 11]

This scene occurs in Balifor as the heroes travel from Seahall. It can also be used as a way to add Wylorn Wyvernsbane to the party if he did not accompany the heroes in Silvanesti. Read or paraphrase the following:

Half a mile ahead, the road runs through boggy land and a squad of draconians occupies the road, questioning a small merchant party.

The Situation: A draconian search party has detained some merchants. While the draconians search the wagons, a human dressed in black leather and bearing the markings of a Dragonarmy officer is questioning some of the merchants.

Suddenly, two draconians jump into one of the wagons and come back out moments later, hauling a man off the wagon. The draconians disarm the man and put him in restraints. Satisfied that they got what they came for, the human gestures to his soldiers and the merchants are allowed to move on.

Creatures: A draconian search party consisting of 10 baaz soldiers and their human leader, a short weasel-like fellow wearing black leather armor.

☞ **Elite baaz soldiers (10):** hp 34 each, see page 248

☞ **Human patrol leader:** hp 85, see page 249

Tactics: If the draconian search party notices the heroes, the Black Dragonarmy soldiers will attack immediately. The human leader orders the draconians to use the flat of their blades (–4 to attack rolls, dealing nonlethal damage), reasoning that the heroes might fetch a hefty reward if captured alive, but if the battle goes against them, they attack to kill and the leader will go into a rage. If seven or more draconians are killed, the rest flee from the battlefield.

Development: If Waylorn Wyvernsbane is not traveling with the party, they will discover that the arrested man was Waylorn, who managed to escape the Nightmare of Silvanesti and has been wandering since. If he is already traveling with them, the man will be a half-elf merchant by the name of Kellik. The merchants, recent friends of the captured man, will travel with the heroes to Port Balifor seeking safety in numbers. The merchants are carrying goods from the warehouses in Calinhand to Port Balifor and explain that the ports in Calinhand have been closed to all traders. Only Dragonarmy ships may pass, but they hear that the port in Port Balifor is more willing to allow trade, and that in Flotsam the ports are open to anyone willing to pay the taxes imposed there.

PORT BALIFOR

The information in this section provides enough to play out a number of different events in Port Balifor for this adventure. For more in-depth details about Port Balifor and its history, refer to the *War of the Lance Sourcebook*.

FEATURES OF PORT BALIFOR

It's obvious that Port Balifor is an occupied town. Just outside the town, before it even comes into view, is a crude gallows, a dozen bodies hang limply from the structure. The bodies of humans, elves, and kender sway in the cold winter wind. Carrion birds feast on the dead bodies. A sign written in Khurish and Common reads, "Such is the Fate of All Who Dare Oppose the Black Dragonarmy."

Nestled beside a sheltered cove with barren steppes to its back, a low stone wall and a salt water canal protect the town. This port has grown out onto the pilings of the many warves and piers and half the town is built above the tidal flats. Beneath the pilings is said to be another world.

Port Balifor is a conquered town. Weapons are forbidden, the penalty is flogging and imprisonment. Troublemakers become hunted men. The soldiers can be bribed. The waterfront is under the control of the Dragonarmy and only their ships can come and go freely.

The town itself is built mainly on docks and wharfs that extend out over the tidal flats into the deep recesses of the bay. Beneath the wharfs is a maze of pilings and sewers frequented by thieves, scallywags, and off-duty hobgoblins. Most anything can be bought here at 10 times normal price.

PORT BALIFOR

 **Port Balifor (Small City):** Conventional; AL LE; 3,000 stl limit; Assets 64,876; Population 4,325 (humans 88%, draconians 6%, ogre 5%, hill dwarf 2%, elves 1%, kender 1%).

Authority Figures: **Hullek Skullsmasher**, NE male half-ogre fighter 12 (Black Dragonarmy Highmaster, subcommander to the Dragon Highlord Lucien); **Lieutenant Seether**, CE female adult black dragon assassin 5.

Black Dragonarmy Guard: The bulk of the Dragonarmy Guard is human although a number of ogres and some draconians also swell the ranks from time to time: warrior 10, warrior 8, warrior 7, warrior 6 (3), warrior 5 (4), warrior 4 (6), warrior 3 (10), warrior 2 (31), warrior 1 (157)

Black Wing Contingent: Advanced scouts and emissaries of the Dragonarmy. Hobgoblins: fighter 3 (14), fighter 2 (29), warrior 1 (32); sivak draconians: fighter 3 (4), fighter 1 (2); baaz draconians: fighter 1 (32).

PEOPLE TO MEET IN PORT BALIFOR

The following individuals are important figures in the Port Balifor. Use this information to guide you in handling any interaction with the heroes or to inform you of how they might be acting behind the scenes.

HULLEK SKULLSMASHER

NE male half-ogre fighter 12

Hullek is a huge, musclebound thug with a cunning sense of tactics and an enormous double-headed axe. Hand-picked by Lucien years ago to be a part of his cadre of Highmasters, Hullek has since given Lucien some cause to worry, as his ambition seems to extend beyond his rank. Indeed, Hullek has already made overtures to Highlord Salah-Khan of the Green Dragonarmy for a more lucrative position, behind Lucien's back; Salah-Khan is considering the request. Despite these behind-the-scenes negotiations, Hullek remains a formidable presence in Port Balifor and is unlikely to allow any heroes or adventurers to upset what position he currently holds.

SEETHER

CE female adult black dragon assassin 5

Seether poses as the lieutenant to Hullek Skullsmasher, but in actuality is an experienced assassin working directly for Dragon Highlord Lucien. To nearly everyone in the Balifor region she is thought to be an exotic woman of Khurish or Nerakan descent. She has dark skin, long straight black hair and an athletic body. She is always seen wearing sleek black scale mail armor that is highly polished. Seether is part of a number of assassins in the Dark Queen's army. She has contacts with many different assassins including Cercen, a kapak who has been tasked with infiltrating the rebel forces. Currently Seether is in Port Balifor to watch over the town in Lucien's absence. Although she is pretending to work with the current Highmaster, in actuality she has been tasked

with making sure that Hullek Skullsmasher does not bungle the occupation of Port Balifor while the Highlord is away, and determine if Hullek is planning to defect. This includes tracking down any troublemakers that pass through the region. *Starting Attitude:* Unfriendly.

GILDENTONGUE, DRAGONARMY EMISSARY **LE male aurak inquisitor 4**

Gildentongue is an ambitious aurak who is often to be found wandering around Port Balifor and Flotsam disguised as a simple fisherman named Dorn Spirow. Gildentongue was appointed as the advisor to the Black Dragonarmy Highmaster, Toede. Gildentongue despises Toede, considering him a weak leader, and fancies himself as the natural replacement for him should the Highmaster fail the Dragon Emperor again. Gildentongue is constantly searching for information that can aid him, and actively traces any and all leads to such information that he finds; taking what he can or destroying what he can not take to ensure that it can not be used by any. *Starting Attitude:* Indifferent or Unfriendly, depending on if he is trying to get information.

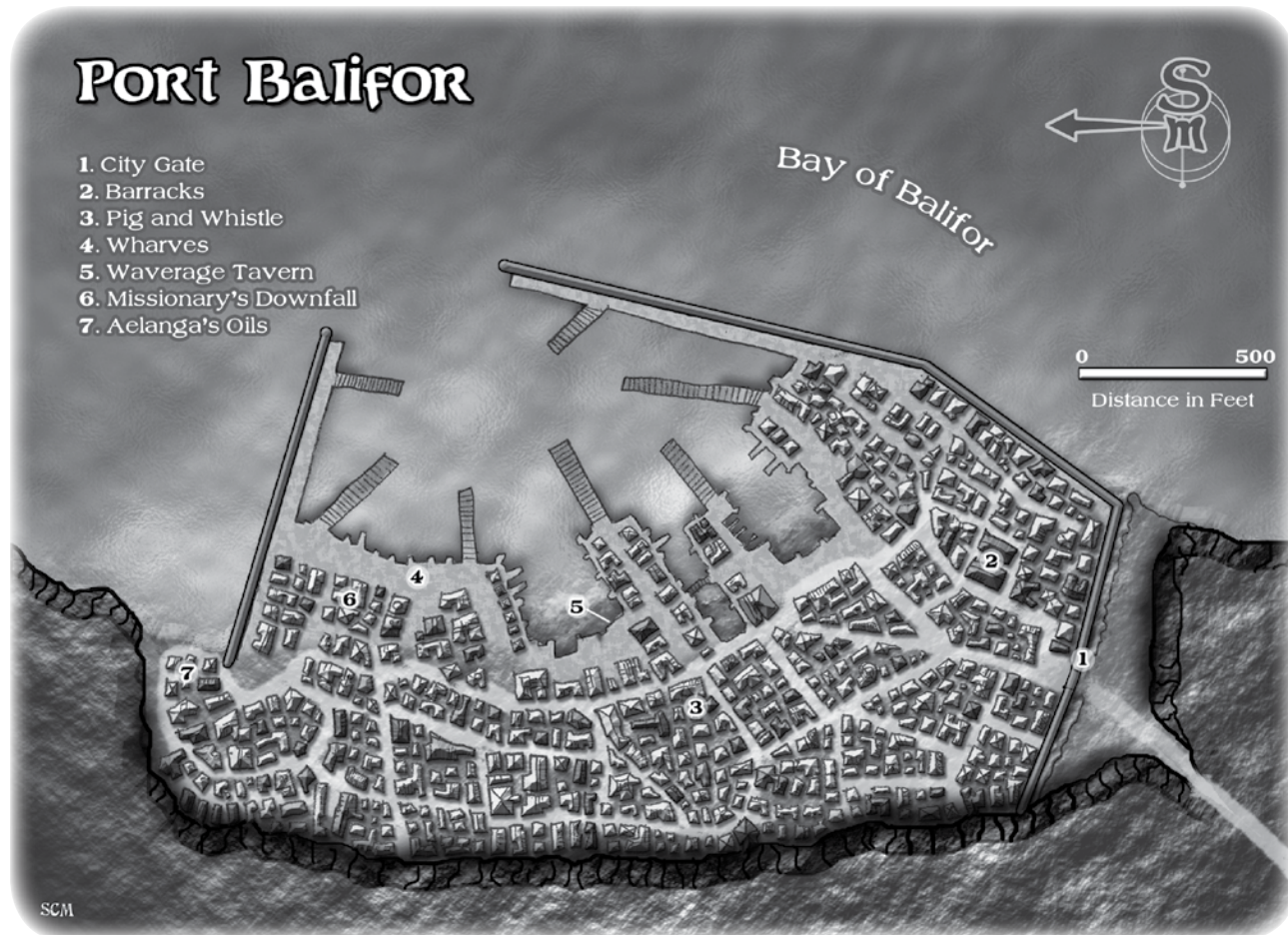
WILLIAM SWEETWATER **LG male civilized human master 2**

William Sweetwater is the pug-nosed rotund innkeeper of the Pig and Whistle. Rumor has it that William's odd appearance is due to a pig that overturned his cradle. Despite his appearance, William is jovial, enjoying many good jokes—as long as they don't involve pigs! William was a merchant sailor in his younger days, and he often regales

those frequenting his inn stories that would make a kender jealous. William dislikes the Dragonarmy occupation of Port Balifor, but isn't brave enough to openly rebel against the occupation. He will likely help anyone who looks down on his luck, offering them a job as entertainers for food and board. William has tripled his prices for the occupying forces, as well as watering down the ale, in order to discourage the Dragonarmies from frequenting his inn. *Starting Attitude:* Friendly.

SILVER FOX **LG male half-elf ranger 7**

Silver Fox is the handsome and dashing rebel leader of Flotsam. His goal is to make life for the Dragonarmies as painfully awkward as possible, staging hit-and-run raids on the Dragonarmies supplies as well as skirmishing. However, he knows that he and his fellow rebels cannot take on the Dragonarmies head on and that as unlikely as it would seem, Dragon Highmaster Toede is a useful tool to have in control of Flotsam (compared to the Dragon Highlords, such as Dragon Highlord Kitiara uth Matar), so he often aids the inept Toede whenever he can do so without endangering himself or his rebels. Silver Fox will aid anyone who is a foe to the Dragonarmies and draconians, but not at the needless expense of lives. *Starting Attitude:* Friendly.



BADGER

CG male hill dwarf fighter 4/rogue 3

Badger is one of Silver Fox's rebels. He is one of the few remaining hill dwarves from his clan that survived the Dragonarmies' occupation of Flotsam and quickly joined Silver Fox and his rebels. Badger is a surly dwarf, growling and barking at friend and foe alike. He dislikes all non-dwarves and only suffers elves and kender because they are fighting in a common cause with him. He has made a sacred vow to kill one of the Dragon Highlords. Badger's only real friend is his dire boar mount, Gouger, on which he charges into battle. *Starting Attitude:* Indifferent.

CAPTAIN COPPERHEAD

CN male minotaur mariner 8/minotaur marauder 4

One of the more interesting characters to be encountered in Port Balifor is the minotaur captain of the *Shattered Horn*, Captain Copperhead. Copperhead would be outlandish for a human or even an elf, dressed as he is in a long, heavy longcoat of deep blue, embroidered with fading gold threads around the cuffs and a tricorne hat perched in between his two horns. Copperhead can be encountered in any of the inns or taverns dotted about Port Balifor, trying to get the innkeeper to extend his bar tabs. Copperhead is notoriously free with coin when he has it (which isn't for long), and will befriend any characters that seem to have a heavy purse. For a minotaur, Copperhead is disconcertingly friendly and approachable. *Starting Attitude:* Friendly.

PLACES TO VISIT IN PORT BALIFOR

The following entries correspond to keyed locations on the map of Port Balifor.

PB1: CITY GATE

The town of Port Balifor is surrounded to the east and south by the high cliffs of the Balifor region. To the east lies salt water tidal flats on the edge of Bay of Balifor. The only entrance by land lies to the north of Port Balifor down a well beaten trail cut into a natural slope of the cliffs. The gates are made of stone and stand 15 feet high. The wall is wide enough for warriors to walk and stretches for 1,000 feet east to west with a single gate at its center. During the day the gate is open and at night the gate is closed and barred. Guards are posted every 100 feet along the wall. A 10 foot salt water canal from the bay has been dug in front of the wall. A wooden bridge leads across the bay to the main gate.

Creatures: The gate is guarded at all times by 10 Baaz draconians with one kapak leader. In the event of a raised alarm another 2d10 baaz can show up to reinforce the gate within 1d4 minutes. Only Dragonarmy personnel may carry weapons into the city and if any are discovered trying to be snuck in, they will be confiscated. This is something Kronn and Serinda will warn the heroes about before their first visit. However, the draconians can be easily bribed with wine and precious gems, or a handful of steel coins, which is why Kronn always travels with a couple extra skins of wine. If at least one of the heroes is wearing a Dragonarmy uniform the entire party will be passed in without asking questions.

☞ **Elite baaz soldiers (10):** hp 34, see page 248.

☞ **Elite kapak soldier:** hp 31, see page 248.

Development: If the heroes start any trouble within the town the guards at the wall and gate will be doubled.

PB2: BARRACKS

This stone building is located near the town wall in the north. Before the Dragonarmies invaded it served as the largest warehouse in Port Balifor, now it has been converted for the use of Dragonarmy officers. Likewise a number of the surrounding building have been converted as special quarters for high ranked officers. The warehouse itself has a number of pillars lining the massive, empty room and the main floor is covered with cots and cluttered with supplies. Slightly more chaotic and less disciplined than the other Dragonarmies, the Black Dragonarmy is lackluster when it comes to keeping things in order. The shipping office of the barracks has been commandeered by Hullek Skullsmasher as his own personal office. He prefers to be in the midst of the day to day routine of his men. The door to his office and his desk are locked with average locks. He carries the keys on his person at all times. The desk contains messages from Neraka concerning Black Dragonarmy troop deployments and mission reports. There is also mention of a magical project in Sanction. Sitting up-opened on his desk is the latest batch of reports. In it there is mention of the Blue Dragon Highlord taking a special interest in a group of "rebels" bearing a striking resemblance to the heroes. Seether will open and read this report in a few days.

Office Door: hardness 5, hp 30, Break DC 25, Open Locks DC 20.

Creatures: The barracks are always occupied by at least a handful of off-duty guards and new arrivals.

☞ **Dragonarmy soldiers (3, 4, or 6):** hp 28, see page 247.

Development: If the heroes are wearing Black

Dragonarmy uniforms they will not be questioned as long as they appear to be acting with the norm for new recruits. There is a 30% chance that Hullek Skullsmasher will be found here in his office and a 20% chance that Seether will be with him when he is. There is a 10% chance that Seether will be in the office alone, doing her own snooping.

PB3: PIG AND WHISTLE

Among the good people of Port Balifor, the Pig and Whistle is thought to be the finest establishment in all of Port Balifor. Although it is far from posh, the owner, William Sweetwater, does his very best to ensure that the place is rarely visited by the Dragonarmy and is friendly to new visitors and townsfolk. When any agent of the Dragonarmy visits he gives them watered down warm ale at three times the price of any other location in town. So there is usually very little reason for them to visit.

William is sympathetic to the resistance movement in the Balifor and Goodlund region. He has regular contact with Silver Fox from Flotsam who travels between the two towns with his men looking for opportunities to strike at the Dragonarmy.

The inn itself is a brightly painted cheerful structure in an otherwise gloomy town. He has a modest number of rooms (five including his own) and is willing to allow rebels to stay there while in town. Although Silver Fox and his men usually find other places to stay while in town to assure that William is not detected as a rebel sympathizer.

Creatures: The key individuals that will be encountered here are William Sweetwater, Silver Fox and Silver Fox's lieutenant Badger.

☞ **William Sweetwater:** hp 13, see page 245.

☞ **Silver Fox:** hp 42, see page 244.

☞ **Badger:** hp 55, see page 238.

Development: There is a 30% chance that Silver Fox will already be at the Pig and Whistle awaiting Kronn to return from his mission in the south. If he is not present William will have him summoned to the inn to meet the heroes.

PB4: WHARVES

A fair portion of the town of Port Balifor is situated above the tidal flats of the bay. As the city expanded it had no where to grow, but out into the bay itself. Currently the Dragonarmy is working to expand the wharves out even further. There is even discussion of moving the breakwaters to expand the harbor. During the day the wharves closest to the bay are swarming with Dragonarmy officers and teams of workmen slaving away on the wharves. At night the area is mostly empty with only a few patrols of Dragonarmy officers roaming the wharves. Individual guards are posted at the gangplank of every ship to raise an alarm if anyone tries to board them

Beneath the wharves, there is a dark side to the town of Port Balifor. Over the centuries, the water of the bay receded leaving dry land beneath the docks. This underside of Port Balifor is a maze of buildings and sewer run offs. Gangs, thieves, and pirates regularly frequent the location. It is a popular spot for smugglers. Just about anything can be found beneath the wharves of Port Balifor, albeit at 10 times the normal asking price.

Creatures: The world above the wharves are patrolled by Dragonarmy officers. Beneath the wharves the dark alleys are home to the Bottom Feeder gang.

☞ **Bottom Feeder thugs (10):** hp 26, see page 247.

Development: The heroes may investigate beneath the wharves during their visit in Port Balifor. If they wander the alleyways beneath the wharves there is a 20% chance per hour that they will run into the Bottom Feeders. If this happens the gang will attempt to rob the heroes, even going so far as to use lethal force if intimidation doesn't work. If the heroes kill one of their gang, the rest will run away. If, however, the heroes use non-lethal force the Bottom Feeders will remain and fight until at least half have been knocked unconscious and the rest will flee.

PB5: WAVERAGE TAVERN

The Waverage Tavern is the best known watering hole under the docks. It's owned and operated by a dark dwarf by the name of **Feryn Venomtongue** (NE male Daergar dwarf fighter 8). Feryn happens to be the most powerful figure in the "underdocks" as he refers to his domain below the town of Port Balifor. He is aware of just about every dark dealing beneath the wharves and is master of his particular domain.

Now that the Dragonarmy has moved in he has found the Waverage swarming with new clients, rebels, delinquent officers, smugglers and every sort of criminal. The tavern always seems to be full and his ogre bouncers are often busy making sure any fights are taken outside and that any bodies are quickly disposed of.

Development: Feryn is not happy with the closing of the harbor because much of his merchandise is still aboard many of the ships in port. He knows all about the yrasda hiding out beneath the ships, but wouldn't talk about them unless he was well paid for the information.

PB6: MISSIONARY'S DOWNFALL

The Missionary's Downfall is the most popular tavern in town. It is frequented by Dragonarmy officers and even some of the most well-to-do figures of Port Balifor, many wealthy merchants. Unlike the Pig and Whistle, Missionary's Downfall has embraced the occupation and is cashing in on the Dragonarmy's steel. Because of this it receives regular shipments of supplies, ale, and food from Ak-Khurman on board Dragonarmy ships. The tavern is also very popular for its brothel, which is comprised of a number of rooms in the back of the building.

Development: The Missionary's Downfall is open at all hours and is always full of Dragonarmy officers. If the heroes try to enter dressed as officers they will be approached by other officers and asked questions about their previous assignments and who their commanding officers are. If they come in dressed as common townfolk they better be expected to flash a lot of coin or they will arouse suspicion.

Dragonarmy patrols are doubled in this area, but they will also have a 30% chance to be intoxicated if encountered.

PB7: AELANGA'S OILS

Aelanga's Oils is located along the far southern shore of Port Balifor. Despite being a "shore shop" it is well maintained. The shop sells lamp oils, candle wax, and some of the finest perfumes in Port Balifor. The owner, **Aelanga Saron** (NE female half-elf rogue 5/cleric 4) has kept her elven heritage a secret by using a combination of elaborate hats and well timed uses of magic potions that can alter her appearance. Not to mention that she is stunningly beautiful and well liked in the community.

Creatures: Aelanga Saron, owner of Aelanga's Oils.

☞ **Aelanga Saron:** hp 55, see page 238.

Development: What most townsfolk do not know is that Aelanga is a cleric of Hiddukul. She is the leader of a group known as the Duskmen. These individuals are mostly comprised of wealthy merchants that have given their allegiance to Aelanga. She made sure to associate with all the most powerful figures in town in order to gain their favor. Now that the Dragonarmy has moved in she has subtly been bringing officers she can trust into the fold. For more information on Aelanga see the random encounter "Aelanga's Oils" on page 64.

RANDOM ENCOUNTERS IN PORT BALIFOR

Although Port Balifor is an occupied town there are still events that occur outside the influence of the Dragonarmy. Port Balifor is a dangerous place to live. As the heroes explore the city use the following encounters to liven up the atmosphere of the town. When you think they need some excitement roll against the following chart and see what occurs. Some encounters will only take place in certain parts of the city. If you roll one that doesn't match, roll again, or simply pick the encounter you think works best for their current location.

d%	Encounter	Average EL
01-20	Monstrous chuul	11
21-40	Press gang	12
41-60	Bar brawl	varies
61-80	Highmaster procession	-
81-100	Aelanga's Oils	9

MONSTROUS CHUUL (EL 11)

During their investigation in the docks in Port Balifor, the heroes are attacked by a huge monstrous chuul that has escaped its underwater prison.

Extending from the cove is a series of docks and wharves interlinked by boardwalks and bridges. Traveling towards a much less crowded section of the docks, you suddenly hear a woman's scream coming from around the corner.

The Situation: Highmaster Hullek Skullsmasher has employed a tribe of yrasdas (aquatic ogres) and he uses them to guard the waters immediately surrounding the port town as well as search parties in the docks and wharves of Port Balifor. One of the yrasdas' "pets," a monstrous chuul, recently escaped from its underwater prison and now roams the docks district, looking for someone to rip apart.

At some point during the heroes' investigations in the docks district, they hear a chilling scream. If they investigate further, they come upon a gruesome sight, a huge crustacean-like creature with massive pincers holding a lifeless woman. The red tentacles around what must be the creature's mouth twitch in excitement as it spots the heroes. It drops the lifeless woman on the boardwalk and attacks the heroes.

Creatures: One monstrous chuul, result of a long breeding program made by their yrasda masters in the hopes of creating a more powerful version of the ordinary chuul to aid them in their war against their ancient enemy, the sea elves.

☞ **Advanced chuul:** hp 243, see page 245

Tactics: The chuul uses its Improved Grab ability and, if successful, will move the victim to its paralyzing tentacles. It does not discriminate, simply attacking the nearest hero. If brought below one quarter of its total hit points, the chuul attempts to flee, diving into the gap in the boardwalk it came from.

Development: The woman the chuul attacked is dying, her chest crushed by the chuul's massive claw. She will die 8 rounds after the heroes spot the chuul, unless they have any healing magic (including potions). If they manage to save her, she flings herself at the hero who administered the healing, tears streaming down her cheeks. Between sobs of joy, she explains that her name is Pia and that she works in a brothel nearby named Missionary's Downfall. She insists that the heroes follow her to the brothel where they will be handsomely rewarded for saving her life.

Back at the Missionary's Downfall, the heroes will indeed be handsomely rewarded for their heroism. When Pia explains to the madame how the heroes rescued her from the foul Abyss-spawned monstrosity, the madame, a rather large woman with red hair and too much powder in her face, introduces herself as Madame Mima and asks the heroes to join her in her private study. There she will hand the heroes a small velvet pouch containing 50 steel, saying that rescuing one of her girls has earned her eternal gratitude and that the brothel's doors will always be open to the heroes, should they need it.

PRESS GANG (EL 12)

The heroes are confronted by a squad of ogres led by a mean-spirited half-ogre who demands that they surrender and follow the ogres without any fuss. You can use this encounter more than once, but you should probably switch the half-ogre with a human, draconian, or some other creature one might expect to find in the Dragonarmies.

You find yourselves in an open square, with ramshackle warehouses on all four sides. The square is filled with crates and sacks but you notice that the center of the square has been cleared. Suddenly one of the warehouse gates open and six ogres carrying clubs and nets exit the warehouse, glaring at you. After them comes a slightly smaller figure, obviously a half-ogre, dressed in black leather.

The Situation: The Black Dragon Highlord plans to make Port Balifor a trade center for southeast Ansalon and in order for that happen, the docks of Port Balifor need to be expanded. To that end, Hullek Skullsmasher has sent press gangs into the docks to search for slaves fit for hard physical labor. One such press gang has spotted the heroes.

Confronting the heroes in a relatively large open square (intentional since his soldiers need lots of space to be effective), the leader of the press gang, a half-ogre bully who loathes his current assignment, demands that the heroes surrender their weapons and follow him and his men to the stockade. If the heroes refuse or if they attack the press gang, the half-ogre sighs and draws his rapier and dagger, ordering the ogres to throw their nets.

Creatures: Six ogre barbarians and their leader, a bald half-ogre with strange tattoos covering its entire face, make up this press gang.

☞ **Ogre barbarians (6):** hp 59 each, see *Monster Manual*

☞ **Press gang leader:** hp 54, see page 250

Tactics: The ogres will start combat by throwing their nets at characters within 10 feet of them. They then rush into combat. However, since the purpose of this press gang is to find living slave labor the ogres grudgingly check their swings, doing only nonlethal damage. The half-ogre will try to take advantage of the ogres' charge and flank the heroes, thus enabling him to use his sneak attack. He will target arcane spellcasters as these most likely wouldn't survive the slave labor anyway.

Development: If the heroes surrender voluntarily or by force, they are put in restraints and escorted to a temporary holding area that has been erected specifically for the slaves used in the docks expansion project. The heroes' equipment has been dumped on the ground outside the stockade, awaiting pickup. Two ogres guard the stockade and the locks of the manacles and the gates are of poor quality (Open Lock DC 20) so getting out shouldn't be a problem for resourceful heroes. However, if they escape from the stockade, they will be wanted for assault on Dragonarmy soldiers.

BAR BRAWL (EL VARIES)

The heroes witness a brawl between a group of Dragonarmy soldiers and members of the underground movement that exists in Port Balifor. It can happen in any establishment where alcohol is served. However, placing the encounter in the Pig and Whistle may have an impact on the underground movement, as the Dragonarmy will likely take action against the inn.

The tavern is packed tonight. The promise of fine entertainment, good ale, and an excuse to drink one's troubles away has lured many to the popular inn and there's not a seat to be had. Bar maids navigate the filled common room, nimbly balancing full trays and avoiding the seeking hands of drunken customers.

One bar maid is not so lucky, however. Her alluring smile and womanly curves have attracted the unwanted attention of a Dragonarmy officer who has her cornered, his men looking menacingly around the room to dissuade would-be rescuers from interfering.

Suddenly a group of men seated at a table next to the Dragonarmy soldiers rise from their chairs and charge at the Dragonarmy soldiers.

The Situation: Six Dragonarmy soldiers have just finished their watch and have come to the tavern to spend their money. A short while after they've arrived, the group's leader, an officer bearing the rank of captain, spots one of the barmaids and decides that he wants her to join him and his soldiers at their table. His men sit at the table, looking menacingly at anyone who might think about interfering, their hands on their weapons.

Another group comprised of five young men, all of them human, has been observing the Dragonarmy soldiers ever since they entered the tavern. These young men belong to the underground movement. Unfortunately, they've had a bit too much to drink and in their drunken haze have forgotten the oaths of secrecy and discretion they swore to Silver Fox when they joined the movement.

The five young men rise from their chairs, shout a challenge to the Dragonarmy soldiers, and lunge at the astonished soldiers.

Creatures: One Dragonarmy officer, five of his soldiers, and five overeager members of the underground movement are the important characters in this encounter. Although the tavern is filled to the brim, the rest of the patrons should be considered noncombatants as they either leave the inn or at least try to stay out of the fight. While they have no love for the Dragonarmy, they know better than to fight against the troops.

☞ **Dragonarmy soldiers (5):** hp 28 each, see page 247

☞ **Dragonarmy captain:** hp 99, see page 247

☞ **Silver Fox's rebels (5):** hp 56 each, see page 251

Tactics: The fight between the soldiers and the rebels will start as a regular brawl, with fists and head butts aplenty as the soldiers adjust to the new situation. However, after two rounds, the soldiers draw their swords and use lethal force. If the heroes help the rebels, the Dragonarmy soldiers focus their attacks on the new threat as the heroes are obviously much better equipped than the rebels.

Development: If the heroes let brawl be brawl and don't interfere, or if they help the soldiers, the soldiers eventually win the fight and arrest the remaining rebels, taking them to the Dragonarmy barracks for a very swift trial. If they choose the latter, they will have made an enemy of the underground movement. If the heroes help the rebels, there is a very good chance that they are able to defeat the soldiers. The rebels tell the heroes that they had better get out of the tavern quickly before more soldiers come running. If the heroes have not already done so, the rebels recommend that they visit Silver Fox at the Pig and Whistle.

HIGHMASTER PROCESSION (EL—)

This scene is here to give the heroes a preview of the Highmaster Hullek's lieutenant Seether. The players might see this as an excellent opportunity to strike a major blow against the Black Dragonarmy but you may want to stress that this is a fight they cannot win at this point in time. Describing the Highmaster, his bodyguard, and Seether in a way that makes it clear that these are powerful characters should get the message across.

As you walk down the street you notice a commotion up ahead. Several sivak draconians dressed in heavy armor are busy shoving people roughly aside. You hear several bystanders whisper the name Hullek and then move to the side of the road, making room for the procession coming toward you.

Then the procession stops. A huge, muscular man dressed in black dragonarmor and wearing an axe strapped to his back points at a half-finished building and says something to a beautiful dark-skinned woman with long black hair and polished armor. She nods in agreement and the two continue on down the street. As the procession passes by you, the woman turns her head to look at you. In her almond eyes, you see quiet, confident evil—and death.

The Situation: Highmaster Hullek Skullsmasher is out on one of his rare tours through Port Balifor, inspecting the various projects he has set in motion. He wants the projects finished before Highlord Lucien's return. The armor-clad woman walking next to him is his second-in-command, Seether. Refer to **People to Meet in Port Balifor** for more information.

☞ **Hullek Skullsmasher:** hp 94, see page 240.

☞ **Seether:** hp 255, see page 243.

Development: If the heroes look out of place for any reason, or if they bear something that radiates Moderate or stronger magic, Seether will say something to Hullek about it. The two will then stop to ask the heroes what their business is in town, what they plan on doing to bring more trade to the port, and so on. While this is happening, Seether will size the Leader or the Prophet up with a Sense Motive check. If she can overcome the Leader or Prophet's Bluff (or untrained Charisma) check, her suspicions are raised. Although she and Hullek move on, inform the heroes that the dark-skinned woman seems to have come to some understanding about their true natures.

AELANGA'S OILS (EL VARIES)

An item that is dear to one of the heroes is stolen. The clues lead to a small shop named Aelanga's Oils and its owner, a cleric of Hiddukel. This encounter can be used to introduce Aelanga Saron to the heroes. Depending on their interaction with her, she can be an ally or an enemy—Or both.

The Situation: Aelanga Saron owns Aelanga's Oils, a shop that sells oil products, perfumes, and spices. The business is doing well and Aelanga is well liked in Port Balifor, donating money to the poor when she can. But Aelanga has a dark secret. She is a cleric of Hiddukel. A recent addition to the church of the Betrayer, she is one of the very first to turn to Hiddukel after his return. She now works to increase her god's influence in Port Balifor, seducing people to join his church. Aelanga has managed to form a small cult of Hiddukites called the Duskmen and she is involved in several smuggling operations along with high-ranking Dragonarmy officers.

The heroes' arrival in Port Balifor and their actions in the town have made Aelanga curious. She sees some potential in the heroes but she is not yet willing to reveal herself to them. As a test of their character and their resources, she has sent one of her cultists, a petty thief, to steal an item from them. She has instructed the Duskman to leave a small wax candle in their room. Now all she has to do is sit back and wait for the heroes to show up.

The theft of the hero's item happens while the heroes are sleeping. The thief sneaks into the room (Move Silently 24) and steals the item. If successful, he leaves the candle on the floor by the hero's bed and leave the room. A Gather Information check (DC 15) reveals that the lovely Aelanga Saron, who owns Aelanga's Oils, produces the candle. If the thief is caught, he refuses to tell the heroes whom he works for. However, Intimidate (DC 12) or Bluff (DC 14) will be enough to make the thief talk.

Aelanga's Oils is a small but well-kept building located in the southern parts of Port Balifor. The inside of the shop is filled from top to bottom with vials, jugs, pots, and other containers in all sorts of colors and sizes and there's a strong smell of perfume, oils, and spices mixed together. On a chair behind

a small table sits a stunningly beautiful woman in a dark purple dress, her thick, curly brown hair cascading over her shoulders, her full lips parted in a welcoming smile. Behind her hangs a black curtain.

Creatures: Aelanga is the only person in the front room but if the heroes attack her, three red-robed figures enter the front from behind the curtain and attack the heroes.

☞ **Aelanga Saron:** hp 55, see page 238.

☞ **Duskmen (3):** hp 22, see page 247

Tactics: Prior to the heroes' arrival at Aelanga's Oils, the cleric of Hiddukel has cast *protection from good* on herself. If attacked, she responds in kind, swinging her dagger at any character who might be a spellcaster. The Duskmen, standing behind the curtain, will come to their mistress' aid and are able to attack on the following round. Once the Duskmen have joined the battle, Aelanga casts *inflict moderate wounds* on her direct opponent, then moves out of melee range. In subsequent rounds she will cast spells that boost the Duskmen.

Development: When confronted with the evidence that Aelanga ordered the theft, she admits that she told her "friend" to steal the artifact. She explains that this was the only way she could come in contact with the heroes without attracting the attention of Dragonarmy spies and that she wanted to see just how resourceful the heroes are. Aelanga goes on to explain that she supports the underground resistance and that she thinks the heroes will be a great addition to the resistance. She is fishing for information, trying to figure out what the heroes are about and where their allegiance lies.

The heroes can use Aelanga as a source of information. As is the nature of a Hiddukite, Aelanga has easy access to information through her connections with Dragonarmy officers and her small cult and she is willing to share some of that information with the heroes. Dealing with Aelanga is risky, though, as she is as likely to hand the heroes to the Dragonarmy on a silver platter as she is to give crucial information that will actually help the heroes.

If the heroes kill Aelanga and her Duskmen, it quickly becomes clear to them that the much-loved Aelanga Saron worshiped the Prince of Lies. Her *medallion of faith* and the small shrine in the back room is evidence enough.

Treasure: The many vials and jugs in Aelanga's shop contain various mundane oils, potions, perfumes, and spices. In all, there is 5,000 stl worth of products in the shop. Searching the bodies as well as the back room results in the following loot: +1 keen dagger, +1 leather armor, a ring of protection +1, a cloak of protection +1, two potions of owl's wisdom, three potions of cure moderate wounds; six silver pearls (each worth 120 stl), three garnets (each worth 650 stl); and 1,500 stl.

THINGS THAT HAPPEN IN PORT BALIFOR

The heroes should have the freedom to explore Port Balifor at their leisure, or at least as much as the Dragonarmy allows. There is no set path they must take or schedule to follow. The heroes should feel free to explore the town, gather supplies, gather information and try not to draw too much attention to themselves. The following scenes can happen whenever you think the heroes need some action or to move the story along.

AN ENTERTAINING OPPORTUNITY [EL ?]

This scene should give the heroes a chance to become entertainers, which would allow them to travel fairly safely from Port Balifor to Flotsam with a valid disguise. This scene could happen anywhere, a street or a tavern perhaps. Read or paraphrase the following:

An unexpected sound reaches your ears, it is the sound of applause and laughter. Rounding the next corner, you see a crowd of citizens and Dragonarmy officers gathered around a man wearing outlandish clothing of bright red and green colors. His arms flail wildly as he juggles six eggs in complex weaving patterns. A few of the people drop copper coins in a hat near his feet.

Suddenly the juggler's attention slips for just a second and one of the eggs goes flying off course hitting a bystander. The crowd gasps and goes quiet. Some of them even start to quietly and quickly move away. The egg seems to have hit a draconian Dragonarmy officer and he doesn't look happy.

The Situation: The patrol of draconians had stopped to watch the entertainer and pushed their way to the front. Now their leader has egg on his face and is looking to arrest the juggler for being a public nuisance, which carries a sentence of a public flogging and 10 days in a jail cell.

Creatures: A draconian patrol.

☞ **Elite baaz soldiers (5):** hp 34, see page 248.

Tactics: If the heroes start a fight, half the draconians will begin blowing their horns to begin a general alert and the other half will first warn the heroes that they are under arrest and if the heroes resist the draconians will attack with non-lethal force. If the heroes use lethal force the draconians will do likewise. Every 1d4 rounds another patrol of draconians will arrive and within 3d4 rounds the black dragon Seether will arrive to apprehend the heroes.

Development: The heroes may not want to attract attention to themselves, but if they don't the juggler will probably be hauled off to jail. Hopefully, rather than trying to attack, the wise heroes will try another tactic. If one of the heroes decides to step in and start performing it could defuse the situation provided that the hero can make a DC 15 Performance check or can cast entertaining non-threatening magic. They could also try their hand at Diplomacy. The draconians starting attitude is Unfriendly. A DC of 15 or greater will influence draconians to back off, but they will break up the crowd, a DC of 25 will cause the draconians to laugh off the whole thing and go on their way.

If the heroes save the juggler he will thank them and introduce himself as Aylan the Entertainer, Juggler Extraordinaire (NG male human rogue 6). If the heroes made an attempt to entertain the public, or if any of the heroes looks like they are skilled in entertaining, then Aylan will ask if they would like to form an entertainment troupe. He assures them that as an entertainer is often well fed and welcome just about anywhere. If he is approached by patrols he simply starts juggling and telling jokes and before long they have left him alone. There are a number of small farmsteads between

Port Balifor and Flotsam that are always hungry for good entertainment. If the players take time to get known in the region they could travel safely without being accosted all the time.

DISGRUNTLED PIRATE [EL—]

This scene can take place anywhere the heroes have a chance to mingle with the townsfolk. Read or paraphrase the following:

A massive minotaur wearing a long coat, a patch over his right eye and tricorn hat situated in between his two horns (one broken) sways drunkenly in your direction with a bottle of rum in his hand.

The Situation: The minotaur is Captain Copperhead, a well known pirate in the waters of the Bloodsea. Someone in the party caught his eye and he decided to come speak with them.

Development: The Captain could be approaching the heroes for one of a number of reasons. If Serinda is with the party he recognizes her from his travels in the Blood Sea. If there is a particularly brawny warrior with the group the minotaur will challenge him to an arm-wrestling match, or perhaps if there is a kender with the group they have found something that belongs to him (a copper ring perhaps) and are admiring it when he sees them.

However it occurs, the pirate will invite himself to their table and is willing to share his rum. The captain is troubled by the fact that the Dragonarmy has prevented nearly all ships from leaving port for two weeks now. They impounded his ship, the *Shattered Horn*. Only ships that have been authorized by the Dragonarmy can move between Ak-Khurman and Port Balifor. His crew has fled or been pressed into service so now he is alone.

This scene may suggest to the heroes that if they could assist Captain Copperhead he could take them north on his ship. Allow them to investigate the docks (see **The Watched Harbor**). The rest of the adventure assumes that this attempt will ultimately fail and is geared toward an overland journey. It is up to you to allow the heroes to book passage to Flotsam from Port Balifor. With the use of some aquatic encounter tables it could be a very entertaining journey. However, you may want to keep in mind that the heroes will have a long sea voyage ahead of them once they leave Flotsam.

THE WATCHED HARBOR [EL 12]

Run this scene if the heroes explore the docks of Port Balifor. Read or paraphrase the following:

The docks of Port Balifor extend far over the calm waters into the Bay of Balifor. The ships anchored there are tied off and guards are posted at each gangplank. All along the waterfront you can see that new construction is in progress. New docks are being built and old docks are being repaired and extended to allow for more ships.

The Situation: If the heroes visit the docks during the day they will see that there are many townsfolk and nomads that are being forced to work on building new docks. If the heroes linger for more than a couple of minutes they will be approached by a patrol of guards and questioned as to their business there. The waterfront is off limits to civilians. If the heroes cannot give a good answer the officers may try to press the heroes into service.

If the heroes investigate at night, the laborers will be gone and it will only be patrols of guards wandering the docks. What the heroes don't see from the waterfront is that the ships are also guarded from below the water as well.

Creatures: Dragonarmy soldiers and yrasdas (aquatic ogres).

☞ **Dragonarmy soldiers (12):** hp 28, see page 247.

☞ **Yrasda (8):** hp 27, see page 251.

Tactics: The guards on the docks are there to question trespassers and to sound an alert if trouble starts. However they seem rather ineffectual from keeping anyone from actually getting to the ships. That is because the real danger lurks in the waters below. A large group of yrasda (aquatic ogres) has been given orders to watch the ships and make sure that none of them leave without authorization. If someone manages to sneak onto one at night and the yrasda realize this, they will sneak onboard and attack.

Development: Passage from Port Balifor aboard a ship is near impossible. The yrasda will sink any ship that has been unauthorized to leave, even then if a ship did manage to make it out of the bay they would be hunted down by a black dragon (most likely Seether) and the ship would be destroyed.

This should not prevent the heroes from trying however, and if they put up a good fight and you wish to allow a sea voyage to Flotsam you can certainly do that. Additional information on this region can be found in Chapters Three and Four of the *War of the Lance Campaign Companion* to play out the journey and get your players to Flotsam. Additional encounter tables for the Blood Sea would also be useful and can be found in the *Bestiary of Krynn, Revised* sourcebook.

THE PIG AND THE FOX [EL—]

Run this scene if the heroes visit the Pig and Whistle to meet with Silver Fox. Read or paraphrase the following:

As you enter the Pig and Whistle you find the tavern to be mostly empty. A few old sailors sit around a table talking in low tones with a pig-faced man that looks up as you enter. After a quick once over he nods pleasantly and gestures to one of the empty tables.

The Situation: The pig-faced man is William Sweetwater and the tavern is mostly empty because he purposely serves Dragonarmy officers watered down ale and cold food.

Development: If Serinda or Kronn are with the heroes, he greets them warmly and steps into the back room to tap a cold keg of ale. He'll serve each of the heroes telling them, "Keep your coins, any friends of Kronn and Serinda are friends of mine." If Kronn and Serinda are not with them he does the

same, but this time he says, "Put your money away. You're in trouble of some kind, that's as plain as the pig's snout on my face."

If he is asked about Silver Fox he will nod understandingly and lead the heroes to a back room where a half elf and a dwarf are drinking together. The half-elf is Silver Fox and the dwarf is his lieutenant, Badger.

Silver Fox is open to assist anyone that is willing to make life difficult for the Dragonarmies. But he is always cautious. He needs some assurances that the heroes are not spies themselves. He says that if they travel towards Flotsam he will find them on route. If they can offer some proof of the trouble they have caused for the Dragonarmies he would be willing to help them with finding a contact and a safehouse in Flotsam.

The heroes can prove their worthiness to Silver Fox a number of ways. He will accept Dragonarmy uniforms along with the left ear of the solider that used to wear it. He would also accept any confidential missives addressed to Highmaster Skullsmasher with an official seal on them. His spies have told him that the Highmaster keeps them locked in his office within the barracks if someone could slip in and slip out with them he would be interested in seeing them. Specific details of these missions are up to the DM to develop as he sees fit.

The heroes are free to stay at the Pig and Whistle for as long as they are in town. Although William does not ask for payment Kronn and Serinda pay him what they can anyway for the rooms and more.

LEAVING PORT BALIFOR

The heroes will probably leave Port Balifor one of three ways, as entertainers, as pirates, or as rebels working for Silver Fox. If they leave on a ship, it will not be long before it is sunk and the heroes will find themselves back in Balifor again. If they leave as entertainers or rebels, it takes approximately twelve days of travel through northern Balifor and Goodlund to reach the port city of Flotsam. From Port Balifor, as the heroes head north, refer to the Random Encounters in Goodlund encounters as they travel. As they approach the woods you can begin with the scene **Death on Black Wings** on page 70.

GOODLUND

The region of Goodlund comprises the lands north and east of Balifor, and most of it is covered by a vast woodland referred to by most as the Kenderwood. Most people prefer to stay away from the Kenderwood as they find the kender living there to be difficult neighbors to contend with. The few human families that do live in the region choose to dwell on the fertile grassy plains outside the forests.

TRAVELING THROUGH GOODLUND

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); Forest terrain (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*);

The journey from Port Balifor to Flotsam takes approximately 11 days. During the trip the heroes will cross through the western tip of the Kenderwood just south of Flotsam. The scene **Death on Black Wings** (page 70) has been provided to run as the heroes near the edge of the Kenderwood but before they arrive in the village of Brightfield.

WEATHER

The temperatures of Goodland are always mild, nearly year round. Air currents drawn from the north by the maelstrom of the Blood Sea bring short winters and mild summers. Snow on the plains melts quickly and in the forest it collects in shady patches, perfect for packing into snowballs.

FLORA AND FAUNA

The stubborn grasslands of Balifor give way to lush green plains of grass and fertile fields. The forests are comprised of a number of fruit-laden trees and berry bushes making foraging easy. Wildlife here is plentiful and hunting is easy. There is always plenty of wild game. Deer and rabbit are plentiful in the woods and buffalo and elk roam the plains.

PLACES TO VISIT IN GOODLUND

The enormous forest of Kenderwood and the Verdant Plains mark the Western border of the Goodlund peninsula, a land of green forests and verdant grasslands. Beyond Kenderwood lie the Laughing Lands, a region of dry grasslands named so for the savage hyena-like gnolls that inhabit the region. On the other side of the bay known as the Maw, the Laughing Lands give way to the green grasslands and woods of Dairly Plains. The Dairly Plains are inhabited by plainsfolk who have turned to ancestor worship following the exodus of the gods. Despite some resistance from the kender of Kenderwood, led by Kronin Thistleknot, and the plainsmen of the Dairly Plains, the Black Dragonarmy has conquered the Goodlund region with little effort, their forces boosted by the sligs and gnolls from the Laughing Lands who have joined the Dragonarmies, more or less willingly.

MELLOW SWATH

Along the Western edge of the Kenderwood is a stretch of grassland known as the Mellow Swath. A few farms are spread throughout the grasslands and they comprise the only noteworthy population. Isolated as they are, these farms have largely been left alone by the advancing Black Dragonarmy but human mercenaries and draconian patrols have been left behind to keep an eye on the area, just in case the enemies of the Dragonarmies attempt anything in this region.

Furthermore, a strange snakelike creature has all the farmers cowering in their farms, the crushed bodies of their neighbors strong evidence that something evil is loose in the Mellow Swath.

VERDANT PLAINS

Located West of the Wendle Woods and South of Kenderwood, the Verdant Plains is home to numerous large herds of buffalo as well as a few nomad tribes who are mostly herders, going where the herds of buffalo go. Surprisingly enough, the Black Dragonarmy has left the buffalo alone, despite the beasts' obvious value for an army of such massive proportions. However, the black dragons associated with the Dark Queen's forces have not been so kind. The dragons killed dozens of herds, mostly for sport.

WENDLE WOODS

The Wendle Woods are home to both Kagonesti elves and the reclusive Wendle centaurs. Running from Kenderwood in the North to the Beast's Run in the South, the Wendle

Woods consist of massive trees whose canopies ensure that precious little sunlight reaches the forest floor and the thick undergrowth makes movement a bit more difficult than in the Kenderwood to the North. The few wilder elves who call the Wendle Woods home live in a small village named Balinest.

Recently, gnolls, goblins, and sligs from the Laughing Lands have been moving through the Wendle Woods on their way to Port Balifor and both elves and centaurs fear that conflict is unavoidable. And any conflict between the Wendle Woods locals and the encroaching Dragonarmy forces is sure to spell the end of the sylvan communities.

WENDLEWRITHING RIVER

The Wendlewrithing River starts where the Willow and Bristle rivers meet and winds its way along the Southern edge of Kenderwood before it turns south and spills into the Southern Courrain. Large enough for river barges to sail through it, the Wendlewrithing River has been secured by the Black Dragonarmy as it allows for much faster transport of their gnoll and slig troops to Port Balifor and other ports throughout the Bay of Balifor.

WILLOW AND BRISTLE RIVERS

Starting in different parts of Kenderwood, these two rivers, both products of natural springs in the high reaches of the forest, snake their way through Kenderwood before they combine into the Wendlewrithing River. Brooks and streams shoot off from the rivers to provide Kendermore and the many animals in the Kenderwood with fresh water. In the past few months, dozens kender have come down with the deadly heartrend disease and the kender suspect that the two rivers have been poisoned, possibly by agents of the Black Dragonarmy.

KENDERWOOD

The forest of Kenderwood covers the entire Northeastern part of the Goodlund region. Home to a nation of kender and surrounding their capital city of Kendermore, the forest is filled with all sorts of wildlife and it contains a large variety of berries and other fruits which is more than enough to provide food for the kender and the elves living in Kenderwood. Although Kenderwood is located in a warm climate, the large trees provide enough shade to keep the forest much cooler than the grasslands to the east and west. Kenderwood has been spared most of the Black Dragonarmy's wrath as the would-be conquerors won't bother invading a kender nation and most of their food comes from Brightfield to the West or the Laughing Lands to the East.

KENDERMORE AND THE RUINS

Located deep within the Kenderwood are numerous small villages of kender. However, the largest settlement of kender located here is the city of Kendermore. The city is unlike any other on Ansalon. Homes are constructed in a wide area of architectural styles and none are actually planned. The city is a dizzying array of streets and colors. Many of the homes are located in trees. Vines and flowers grow over many building sometimes making it difficult to tell just when you have even entered the city. North of the city lie the ruins of an ancient Tower of High Sorcery. The kender of Goodlund

have explored every nook and cranny a million times, yet there is always that chance that they just might have missed something.

RANDOM ENCOUNTERS in GOODLUND

It is a 11-day trip from Port Balifor to Flotsam. No doubt this will be longer if the heroes get sidetracked to Kendermore. The following random encounters should occur as the heroes travel from Port Balifor to Flotsam or through the Kenderwoods. Check for an encounter every six hours; the chance of an encounter is 25%. Details of each encounter are provided after the table. With the exception of the Ogre Patrol, each encounter is unique; if rolled again on the table, re roll until all encounters have been met.

d%	Encounters	Average EL
01-24	Ogre Patrol	11
25-29	Kapak Bandits	12 or 15
30-39	Dark Queen's Child	10
40-49	Wild Bison	12
50-59	The Berries	10
60-71	Teeth of Despair	12
72-88	The Gap	13
89-00	Hag Ahead	12

OGRE PATROL (EL 11)

Read or paraphrase the following:

The path before you leads ever on, towards a lightly wooded copse. Your eyes scan the tree line ahead of you and rest upon a group of creatures coming towards you down the trail.

The Situation: The six ogres are part of the Black Dragonarmy and are searching for elves and elfkin, as well as any rebels that they might stumble across.

Creatures: Six ogre fighters.

☞ **Ogre Patrol (6):** hp 69 each, see page 250

Tactics: The ogres are watching the trail, as soon as they see the characters, the ogres move to block the trail to question them. If the characters continue down the trail towards the ogres, the ogres will stop them and question them about their movements, where they are heading and going and on what business. They are looking to capture rebels that work against the Black Dragonarmy as well as earn a few coins in bounty for capturing any elves. If the characters give the ogres any unsatisfactory answers, or refuse to answer the ogres questions, the ogres move to arrest them as rebels or rebel sympathizers. Should the characters have any elven or half-elven members, the ogres arrest these as soon as they are noticed.

Development: Should the characters decide to fight their way through the ogre patrol, when half of the ogres fall, the remaining ogres use lethal force against the characters and fight to the death. Each round of combat, an ogre will use a horn to alert nearby patrols to come to their aid. A patrol will answer the horn call in 1d10 rounds following the initial horn blowing. Another patrol of ogres charges into the area, 10 minutes after the alert is given attacking all non-ogres. If the characters flee after killing an ogre, the remaining ogres chase after the characters but give up after five rounds.

KAPAK BANDITS (EL 12 OR 15)

Read or paraphrase the following:

Your eyes scan the tree line ahead of you and rest upon a great overturned wagon lying battered to the side of the road. Hanging over one of the sides of the wagon you can see a strange lump, which as you carefully approach, becomes clearly the dead form of one of the wagons riders. As you get nearer, you spy another two dead bodies, lying where they fell nearer towards the trees, as if they were slain while fleeing.

The Situation: The merchant wagon was attacked by a band of kapak bandits. Some of the kapaks are pretending to be corpses on the floor, while the rest lay in wait in grassy-covered pits in the tree line.

Creatures: Three kapaks are visible, while seven more and their fighter leader lurk a little way in the forest, using it as cover as they watch the wagon for easy targets.

☞ **Kapak Bandit Leader:** hp 64, see page 249

☞ **Kapaks (10):** hp 17 each, see *Dragonlance Campaign Setting*

Tactics: The kapaks have carefully hidden themselves in the covered pits, a short way from the overturned wagon (Spot DC 20). They watch the wagon for signs of anyone investigating the wagon. As soon as any targets approach to within 30 feet of the wagon, each of the lurking kapaks fires his crossbow. They will target anybody that looks like a seasoned warrior (carrying unsheathed weapons and approaching wearily) as well as anybody who looks like they are a spellcaster.

On the proceeding rounds, the kapaks close to attack the characters; concentrating on any strong looking characters left standing. They remain focused on such characters until that character falls to the ground or a new threat requires them to change targets (such as a spellcaster successfully casting a spell). The kapaks are after as much treasure as they can get so they will look unconscious or fallen opponents and move on to more active opponents.

Development: Once more than five of the kapaks have fallen, the remaining kapaks withdraw into the trees, seeking to escape. The kapaks flee to their camp in a box canyon. Should the kapaks be tracked back to the camp, the characters find that there are 15 more kapaks at the base camp, as well as an ogre.

☞ **Kapaks (15):** hp 17 each, see *Dragonlance Campaign Setting*

☞ **Ogre:** hp 29, see *Monster Manual*

Treasure: Should the characters discover and track down the camp, they will find a *javelin of lightning*; a carved darkwood harp inlaid with ivory and semi-precious gems (500 stl); star ruby (1,000 stl); 500 stl; 4,000 sp; 400 ip/bp; 1,000 cp.

DARK QUEEN'S CHILD (EL 10)

Read or paraphrase the following:

After a couple of days of traveling through the grassy plains, seeing only occasional destroyed farmhouse and flattened grasses, ahead of you, you can see a group of people huddled on top of a farmhouse roof. Sitting there, curled into balls, sit a group of four women, two children and a hobgoblin.

The Situation: The local farmers wives and two of their children and a hobgoblin farmhand have taken refuge on the roof from a gigantic serpent, called by the locals the Dark Queen's Child. The snake has ventured out every night to hunt around the farmhouse. The group had only enough time to grab provisions for a couple of days and are getting desperate as the food is running out. The women beg the characters to aid them against the nightly predations of the serpent.

Creatures: This is a giant snake.

~ **Advanced Giant Constrictor:** hp 216, see page 245

Tactics: The Dark Queen's Child slithers up to the farmhouse and will attempt to grab the nearest opponent and carry them off within its coils to digest.

WILD BISON (EL 12)

Read or paraphrase the following:

Spring has reached the plains of Goodlund, causing lush grasses of all sorts to sprout. Herds of wild bison wander across the plains, grazing on the lush grasses, loosely herded by nomadic tribesmen. You watch the idyllic scene for a while before you notice one of the herdsmen sprinting towards you, waving his arms wildly, closely followed by a mass of bison.

The Situation: The area of the plains the characters have just entered is a favored grazing area for a couple of the herds in the area due to the vast quantity of lush grasses that grow here. Unfortunately the area also grows some grasses that have an adverse effect on herd animals if they eat it, casing them to become wild and charge at the first thing that moves.

Creatures: Mobs of bison.

~ **Bison mob (4):** hp 225 each, see page 246

Tactics: The bison mobs form a great tide, roughly circular, that en mass charges down the nearest creature.

THE BERRIES (EL 10)

Read or paraphrase the following:

Ahead of you, you can see the beginnings of rocky outcrop that rises out of the plains towards the southwest. Nestled among the rising stone, a mid a grove of tangled weeds and thorns, a towering tree can be seen just beyond a earthy mound, bearing what looks to be fruit that shines golden in the sunlight.

The Situation: Characters can Spot (DC 20) a fine path that seems to lead towards the golden fruit-bearing tree. The path has become overgrown and can easily be cut back by characters using sharp weapons. This however causes the assassin vines to attack the characters. Once the characters have fought their way through the assassin vines and reached the 'earthy mound', they discover that it is a monstrous slug.

Creatures: Assassin vines and giant slug.

~ **Monstrous Slug:** hp 90, see page 250

~ **Assassin vines (4):** hp 30 each, see *Monster Manual*

Tactics: Both the assassin vines and the monstrous slug use simple tactics in battle. The assassin vines attack any prey that comes into reach, using its *entangle* ability to hinder the prey and then using its improved grab ability to attempt to constrict targets.

The monstrous slug remains stationary until characters come within 60 feet of it (a Spot DC 25 to notice something unusual). Once active, the slug will attack, spitting acid at the closest opponent before moving in to attack with its bite.

Treasure: Hidden among the masses of vines and undergrowth the characters can find with a successful Search (DC 20) an azurite (8 stl); 500 gp. In addition to this, the golden berries of the tree are magical in nature. There are 30 of these large berries in all and when eaten they bestow the effects of a *bless* spell on the recipient that last for one minute. Waylorn, or any druid, will recognize the fruit as Mother's Love, a fruit sacred to Chislev. The Oracle will accept three of these berries as payment for her services.

TEETH OF DESPAIR (EL 12)

Read or paraphrase the following:

The weather has turned against you. Driving rains and winds have been battering you for the last few hours, seeming to drain you of strength as well as battle through a river of mud. On the wind you can hear the baying howls of wolves, hunting.

The Situation: The dire wolves are hunting and will charge into the characters once they find the characters scent.

The wolves are not the only difficulty for the characters. The local tribes men, who use this area to stampede wild bison, have pocketed 100 feet of the surrounding terrain with camouflaged pit traps thus trapping them and making them easier to kill.

Creatures: A pack of wolves.

~ **Dire Wolves (10):** hp 45, see *Monster Manual*

Tactics: The wolves will simply charge down any opponent that they can. Canny players could use the camouflaged pits to trap the wolves, by playing a deadly game of cat and mouse with them, drawing them towards the pits and hoping that they fall into them.

Trap: Locating the traps is made easier by the torrential rain, which reduces the Search DC to 15. Unfortunately, the same rains that allow the characters to quickly spot the pits also imposes additional difficulty in avoiding them (the Reflex save increases to DC 25) and the disarming them (the Disable Device check increases to DC 23).

☞ **Camouflaged Pit Traps (9):** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 feet deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

THE GAP (EL 13)

Read or paraphrase the following:

Out before you stretches a sizable but barren and almost lifeless valley. Nothing save a lightning blasted tree stands, forlorn and decrepit in front of a large split in the valley wall. Loose sand and earth swirl into tiny dust devils in the wind that sweep across the valley floor.

The Situation: The valley and the cave have become home to a small group of ogres. The ogres were part of the Black Dragonarmies but deserted as soon as they could. They have spent the last few months raiding local farms for food.

The ogres only venture out during the night, spending the warmest part of the day sleeping and eating within the cave. The cave itself is over 10 feet in height and stretches back into the side of the valley for 60 feet before opening out into a 40 foot wide cavern. Many stalagmites are dotted over the floor of the cavern, hampering movement and reducing speed by half. The stalagmites also effectively negate all run and charge actions within the carven (but not within the tunnel).

Creatures: A group of ogres.

☞ **Ogres fighters (3):** hp 86, see page 250

Tactics: The ogres will hear all but the stealthiest characters wandering down the near total gloom of their valley den. Once alerted to danger, they move to either side of the tunnel opening and wait for the opponents to enter the cavern (the characters are allowed a Spot DC 20 to see the ogres hiding in the shadows). The ogres attack the first opponent, lunging with their greatclubs to batter him (gaining a flanking bonus to the attack). Once revealed, the ogres attempt to grab the nearest opponent to them and either flinging him across the cavern (treat this, if successful, as if the character had fallen 40 feet) dealing 4d6+9 points of bludgeoning damage, or the ogres will swing the character into the carven wall dealing 2d6+6 points of bludgeoning damage. Characters flung across the cavern or smashed into the cavern wall must make a DC 20 Fort save or become stunned for 1 round.

Treasure: The ogres have a small mound of treasure hidden at the back of the cavern (Search DC 20) and consists of a silver and moonstone comb (300 stl); 1,700 sp.

HAG AHEAD (EL 12)

Read or paraphrase the following:

In the distance you spot the wispy tendrils of a fire, reaching up through the thinning trees. The enticing smell of roasting deer tantalizes your nose, making your mouth water. You follow a clear but muddy trail through the thorny undergrowth and after a mile see an odd looking hut.

The Situation: The hut belongs to Shal-ibal, a green hag druidess in the service to Morgion the Rotting Lord. She often roasts meat, hoping to entice weary travelers to come visiting her so she can feast on their bones.

Hiding in the fog that seems to surround the hut move two Bezekira devils, commonly know as hellcats. The hellcats have an understanding with Shal-ibal that they share in the kills that she makes and in return they leave the hag alone.

Those that Shal-ibal leaves alive are often allowed to flee, giving sport to the hellcats, or infected with a disease and allowed to wander off to die within the wilds.

Creatures: Shal-ibal, a hag and her two hellcats.

☞ **Shal-ibal:** hp 88, see page 244

☞ **Hellcats (2):** hp 60 each, see *Monster Manual*

Tactics: Once the characters approach the hut, Shal-ibal appears and engages them in dialogue, asking them where they have been, where they are heading and general pleasantries. All the time that she is doing this; the hellcats are moving closer to the characters through fog getting ready to pounce.

When the hellcats have attacked the characters, Shal-ibal pretends to act frightened, asking the characters to protect her from these abyssal fiends that have been plaguing her. Once the characters attention is diverted away from her and on to the hellcats, she moves closer to the nearest and strongest character and feigns weakness in order to use her weakness ability on him.

Should the hellcats suffer more than half their hp in damage, they retreat off into the undergrowth, using their natural invisibility to mask their escape, leaving Shal-ibal to the mercies of the characters.

Treasure: A thorough search of Shal-ibal's hut reveals the following, stashed within shrunken heads (Search DC 20); an emerald (1,100 stl); a jacinth (4,000 stl); 8,000 stl.

THINGS THAT HAPPEN IN GOODLUND

All the following scenes should be run in order with the exception of the scene **Kender Traps** on page 75. That scene should be referred to when the heroes are traveling through the Kenderwood on their way to Kendermore.

DEATH ON BLACK WINGS [EL—]

On the ninth day of travel, the heroes should be leaving the plains and drawing near the Kenderwood south of Flotsam. As the heroes are drawing near the edge of the woods have them make Spot check. The character with the highest result spies something to the south. Read or paraphrase the following:

The sun is beginning to set and you find a suitable location to camp for the night when to the south you see something on the horizon. A dark winged figure that can only be a massive black dragon approaching rapidly in your direction.

The Situation: The black dragon Seether is on the trail of the heroes. News of their encounter with Strife back at the Seahall tower has reached her and she has had enough reports (or perhaps seen the heroes in Port Balifor) to know who they are and where they are headed.

☞ **Seether:** hp 255, see page 243.

Tactics: If the heroes are foolish enough to remain out in the open Seether will stay in the air and rain acid down upon them with her breath weapon. Perhaps she might even perform a flyby and grapple a hero to drag them into the sky and drop them. If they move into the forest she will be forced to land in order to move through the dense forest.

Development: If the heroes don't think of it, Waylorn will suggest that the heroes begin moving into the forest. If they move immediately they can make it to the forest before the dragon arrives. If the heroes do not get out of the open, Seether spots them within five rounds and attacks. Moving into the woods is the best tactical position for the heroes because it will force the dragon to have to land in order to fight them instead of staying air born.

If the heroes move into the woods before she can arrive, Seether will land out of sight away from the forest and change into humanoid form to follow them into the woods. Keep in mind that Seether is a deadly foe. She could easily kill the heroes if they face her one on one. If she does capture a hero on their own, she will question them at length about their connections to Silver Fox and the rebels. This should give other heroes time to respond to the disappearance of their companion. Seether may also choose to attack in the confusion of the scene **Kender Catch** in which the kender would also assist in the fight. If she loses half hit points she flees so she can heal and attack another time. She may even follow them into Flotsam and beyond.

KENDER CATCH [EL —]

On the heroes first night in the Kenderwood read or paraphrase the following:

The shadows of your campfire flicker on the surrounding trees making them seem to dance and sway. Then a cry comes out of the darkness and a small figure darts past your camp crashing into the woods beyond.

The Situation: Serrano Goldenleaf and his kender are setting up the heroes for an ambush. Serrano has just run by the camp using his Woodland Stride to avoid the dense underbrush of the forest. He is attempting to get one of the heroes to follow him away from the camp.

Creatures: The heroes are ambushed by nine kender, five rangers including Serrano Goldenleaf and four handlers.

☞ **Serrano Goldenleaf:** hp 38, see page 243

☞ **Kender rangers (4):** hp 43, see page 249

☞ **Kender handlers (4):** hp 29, see page 249

Tactics: Serrano Goldenleaf will try to keep 30 feet ahead of anyone following him pretending that he is hurt or scared until he has drawn a hero 100 feet or more away from the camp. This is all part of a kender ambush and all the other kender are in hiding (allow the heroes to make Spot checks against a single Hide check result of 21 for the kender). Serrano is pretending to be hurt (he has rabbit blood smeared on him) and will fall to the ground and curl up crying. He has positioned himself on the far side of a concealed pit trap. If the person following is not careful he will fall in.

☞ **Camouflaged Pit Trap:** CR3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 feet deep (3d6 fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

If the hero chasing the kender falls into the pit that character will be the target of the attack. Impose a -4 circumstance penalty to their Reflex save to avoid the pit if they are running after the kender. If the hero doesn't fall in, the kender will wait for a person that looks like they are slow and easy to hit with a touch attack (a dwarf, a fighter, a cleric). One of the kender handlers (or whoever has the best ranged touch attack) will throw his *iron bands of binding* at the targeted character and yell "To Kendermore." These *bands* work like typical *bands*, but if a location is mentioned they immediately *teleport* the person to that location.

Development: Once a character has been *teleported* to Kendermore all the kender will scatter into the woods and hide again and then start moving away. Make sure to remember to include a -1 penalty to listen checks for every 10 feet away the kender are.

If the *bands* miss, the kender will have to try to recover it and try again. If that fails, the kender will all swarm the heroes and use their "handling skills" to make Sleight of Hand checks to lift what they can from the heroes and then run away. If any of them get away you can report to the players that the *dragon orb* has gone missing (it can be found in Kendermore).

If any of the kender are caught, they are not upset and congratulate the heroes. They tell the heroes they were ordered to capture any trespassers and bring them back to Kendermore for questioning. If any hero was captured the kender will start to speculate as to what type of torture devices will be used to make the captured hero talk. Once Serrano is convinced that the heroes are not Dragonarmy spies he will invite the heroes to visit the kender city as an invitation from their Grand Marshal. If Kronn is with them he will tell him all about their great ambush plan!

If Seether chooses this moment to attack the kender will work in pairs to flank her for sneak attack damage.

Any hero that has been teleported to Kendermore finds that he is accused of working with the Dragonarmies and is taunted mercilessly. After 30 minutes of interrogation the kender grow tired of the game and will let the hero out of the bands provided they behave themselves. If the hero appears hostile they will wait until they have calmed down. Then they will release them and treat them well for the next couple of days.

Remember to refer to the **Kender Traps** scene as the heroes travel to Kendermore without kender “help.” If they are escorted they will bypass all the traps, courtesy of their kender companions.

A STRANGE WELCOME [EL—]

If the heroes come to Kendermore, they will arrive at night by default. You will need to adjust the following scene if they engineer a daylight arrival. Read or paraphrase the following:

Whatever you may have imagined a kender city to be, this is not it. You hardly realize you are even in a residential area until you begin to notice that many of the homes around you are covered in vines and ladders hang down from trees. As you continue on it is silent and still. Maybe all the kender have left.

The Situation: Most of the kender have packed into the great hall near the center of the town. You should make the heroes feel as if something is wrong. The ghost town should be disconcerting to them.

Development: As they move further into the town they will see that there is only one building that appears to have lights on. It is a large building at the center of town. As they approach they will hear blood curdling screams of fear coming from inside.

Inside the building the kender are pretending what it would be like to be scared and are practicing their best “death” screams. Since they feel no fear they find these screams to be rather entertaining. The heroes may have other ideas of what may be happening from outside however. Any kender traveling with the heroes will recognize the game and will play along being very concerned for the kender within the building.

All the windows are covered with shutters and curtains and there are two large barn doors on either side of the 100 foot long building. Lying down on the roof in the shadows are kender handlers (Spot check to see them opposed by their Hide check result of 22) who will not stop the heroes from trying to find a way in. The doors are not locked, but are blocked by kender leaning against them. A DC 20 Strength check will knock the kender aside and open the door to the room.

As soon as the heroes burst in they see that this room is filled from wall to wall and floor to ceiling with giggling, nudging kender. Obviously some sort of feast hall, there are long tables, benches and ornate pillars. The hall is 30 feet in height. Despite the gaiety, many kender have weapons drawn and ready. Three grim looking kender in floor-length vests approach the heroes. If the heroes lost a member or their *dragon orb* in the ambush they will be found in this room also.

At first, the older kender in the vests accuse the party of being mercenaries or spies of the Highlords and the kender in the hall whoop and holler in agreement. If Kronn is with them and speaks for the party, the kender swap good-natured barbs with him about his choice of companions. They demand that he prove he is whom he says. The kender are just having some fun at the party’s expense.

d20 Rumor

- 1 A gray stalker haunts the wilds. He cannot be harmed. He drains vitality.
- 2 On a rocky shore, in a bloodstained ruin, restless souls mount an eternal vigil, watching still as they watched at the end of Istar.
- 3 On moonless nights the Blood Sea roils and churns with the torment of the wicked souls of the lost.
- 4 The dead have been awakened to join the forces of the Highlords!
- 5 The Highmaster in Flotsam is a cowardly sot, renowned for his girth and atrocious odor.
- 6 There are crystal caves wear a creature can be found whose beauty can blind a man. It sings a sad refrain of the lost majesty of the land.
- 7 Grim games of horror and barbarity are enacted in the arena of the minotaurs.
- 8 It is said that high within the mountains of Karthay live men who can fly.
- 9 The Mire, a graveyard of ships, can only be found when it claims another. A pirate’s treasure is said to be buried there.
- 10 Death’s Teeth, twin towers that guard Reaver’s Bay, were once homes to two brothers who kidnapped and slew the other’s family and swore enmity forever.
- 11 The very earth rebels against the oppressors. swallowing entire armies so that even the Highlords fear the land.
- 12 A monstrous beast called Shirgrenth, haunts the woods outside of Flotsam. Hunting at night, it can eat an entire herd of buffalo. Only fire can harm it.
- 13 A monstrous child of the Dark Queen prowls the land, destroying rebels.
- 14 The trees of Grimsome Glade are as old as the Age of Dreams. They resent man and unnatural beasts, slaying all trespassers.
- 15 As a creature nears his span of years he is called to dance the Death Spiral a final game with Death that none can win.
- 16 A spring of life is lost in the Dairly Plains. It brings health and youth to some but madness to others.
- 17 In the ogrelands, legend tells of the Valley of Vipers, where plum-sized gems carpet the earth. None dare seize them, for serpents coil among them and poison the land.
- 18 Far to the north in the Worldscap dwells the living Beacon, a guide to lost mariners and a candle of hope in dark times.
- 19 Long ago, there were five Towers of High Sorcery. But the Priest-king ordered them sealed for all time. One stood above the capital of Istar.
- 20 In the city of Sanction, the Highlords have hidden away a terrible secret. Something to do with dragons and dark magic.

After several minutes, or if it is pointed out that there are elves with the party, a tall kender with graying hair leaps down from a chandelier and shouts “Enough! Forgive our

poor manners! Welcome to Kendermore! Welcome back, son!"

This is **Kronin Thistleknot**, Marshal of Kendermore and Kronn's father. He orders a feast of roast pig, wine, bread, cheese, dried fruits, fish, and vegetables.

The feast is swiftly set forth in full swing. The heroes may find this feast very infuriating for things such as food and drink keep appearing and disappearing before them. They are pestered with pointless questions and find kender children tugging at them and looking in their pockets while mothers tug at the children and other kender slap them on the back. The feast should be played as a comedy of thefts and returns.

During the feast the heroes will have a chance to speak with Kronin about the situation in Goodlund. He will suggest to the heroes that in the morning they seek out the Oracle, because he was told she was looking for them. For this conversation refer to the **What Kronin Thistleknot Knows** section on page 74. They will also hear a number of rumors and legends, some true and some not. Any time they speak to a new kender you can roll a d20 on the following table to determine what it is the heroes learn. Of course, someone's uncle or aunt, currently on wanderlust, personally verified each bit of information, so it must be true.

At the end of the feast, a kendermaid, her bare feet dangling from a chandelier, suggests their guests be given a gift. All the kender agree and there is a shouting, giggling discussion. It is decided the gift is to be a companion to go along with them and return with the story of their great adventure.

Kronin chooses Kronn to go. Kronn is both cheered and jeered. He is tossed about by several kender, dumped in the punch bowl, and finally rolled down the carpet to the heroes' feet. The feast is at an end.

When the feast has concluded the kender will find the heroes a place to sleep. In the morning they can gather any supplies they require, the kender will trade token items for actual supplies. If the heroes decide to seek out the Oracle Kronin suggests that they contact Master Spry and gives Kronn directions to his home. Kronn has never met the kender, but he knows the area in which he lives and can guide the heroes there.

MASTER SPRY [EL—]

The journey to the Springfalls, where Master Spry lives, is about a four hours journey. Along the way the heroes will see kender in treetops, carrying water, walking livestock, talking to one another, and singing. As they draw near the Springfalls area Kronn is given directions by a young kendermaid to where Master Spry's house is located. Read or paraphrase the following:

As you round a bend in the trail you enter a clearing with a pinnacle of rock jutting up out of the ground. Water spills down into a crystal blue pool of water from a crack in the top of the rock. A house can be seen perched atop the spur of rock. Sitting at the side of the pool is an elderly kender with spectacles who appears to be fishing.

The Situation: This fellow is Marigold Featherwhistle Spry, but does not admit it. He wants to be left alone. So he will disavow being Master Spry, hoping they will go away. If they ask about the house he tells them, "Yes. The Master's house is at the top of the cliff. How would I know if he's home, I haven't been there!" If asked his name he tells them "Featherwhistle, not that it's any of your business."

Development: If the heroes try to reach the house by climbing the slick rock face of the waterfall, it is a 80 foot climb with a DC 25 Climb check. Climbing the sides of the rock where there are vines and plants is a DC 15. Any failures indicate that the heroes have knocked rocks into the pool, in which case Master Spry will chastise them for scaring the fish. There is a concealed ladder on the backside of the rock that required a DC 25 Search check to find. Once they arrive at the top they will discover that the house has been abandoned.

If Master Spry is confronted again after they have investigated the house he will admit that he is Master Spry and that it is his house, but he doesn't actually live there saying "I wouldn't live up there, it's too dangerous. Plus I would have used the ladder around the back to get up there." He agrees to tell them the way to the Oracle if they will leave him alone.

The way to the Oracle, he says, follow the river east to a divided tree. Then turn due north till they come to a doghead rock. Then go southwest till they come to the stony pointing finger. From there they must cross a gully shaped like a grin, pass by a hollow tree, and look for a cliff face with a hole. There is the Oracle's cave. These directions lead the party in a circle, bringing them back past the pool and a half mile to the north. It is evening by the time they return and Spry is gone.

During the journey to the oracle you can refer to any of the Goodlund Random Encounters that you may have not had a chance to run previously and insert them as they travel. If the heroes have not run through **The Berries** encounter, it would be good to run that before they reach the Oracle.

THE ORACLE [EL 13]

Read or paraphrase the following as the heroes approach the Oracle's cave:

After a day's walk you finally see before you the willow tree and cavern entrance that Master Spry spoke of. The tree looks brown and dying and a strange yellow mist drifts from the entrance into the open air.

The Situation: The dying willow tree in front of the entrance is actually a Black Willow. Unlike most of its breed, it is chaotic neutral, not chaotic evil. It is a surly plant that is protective of the Oracle and defends her home from intruders.

Creatures: A churlish black willow.

~ **Black Willow:** hp 184, see page 246

Tactics: The first hero to come within 30 ft of the willow must make a DC 23 Will save or be affected by the black willow's Sleep Aura. Anyone else that approaches within 30 feet will also need to make the same save. If the tree is

WHAT KRONIN THISTLENOT KNOWS

Kronin is a wise kender, as kender go, and may be sought for advice. Below are his answers to various questions:

WHY SHOULD WE SEE THE ORACLE?

"Well why not! I mean she asked for you personally... or at least I think she did. Master Spry told me she said to send any group of big heroes that pass through the Kenderwood her way. So unless you know of any other group of big heroes I think you're the ones she wants to talk to."

WHY HAVEN'T THE DRAGON ARMIES TAKEN OVER YOUR TOWN LIKE THE TOWNS IN BALIFOR?

"The Dragonarmies are afraid to enter the Kenderwood. We've caused enough damage to them that they refuse to even step foot into our woods. The stupid sligs and hobgoblins from the Laughing Lands have learned not to mess with us!"

DO YOU HAVE ANY RECOMMENDATIONS FOR PASSAGE NORTH?

"Sure, there is a magical portal in the ogre lands that will take you anywhere you wish. All you have to do is think of where to go and click your heels three times and presto you're there. Of course there is something about blue skinned ogres that cast magic... My Uncle Slackjaw told me about that place or of course you could take a boat from Flotsam, but they get mad when you just borrow them like that so you might want to pay first."

HOW MUCH MIGHT A SHIP COST?

"I don't know, a couple thousand steel? But I doubt there are any for sale in Flotsam. But from what I hear there are a lot of pirates in town and that's always

exciting! Maybe if you're lucky you'll get shanghaied, I've never been shanghaied but it sounds exhilarating."

DO YOU KNOW ANYTHING ABOUT FLOTSAM?

"I know that the Black Dragonarmy moved in not too long ago and a couple weeks ago I heard that some blue dragons showed up as well. From what I hear they are looking for someone, maybe it's one of you! Wouldn't that be interesting? By the way, the Highmaster of Flotsam is a stinking, whiney, know-it-all hobgoblin who is always complaining about poaching as if he owns these woods."

MAYBE WE SHOULDN'T GO TO FLOTSAM.

"Why would you do that? You're all tall enough to pass as officers of the Dragonarmy. Hide in plain sight! That's what we say. Do you know how many "children" running through the streets of Flotsam and Port Balifor are actually kender spies? Bah, get yourself a couple of uniforms and stroll into town I say. The best disguise you can get is one that makes you look just like the enemy. Then they don't even bother giving you a second glance."

DO YOU KNOW SILVER FOX?

"Sure, in fact I'm good friends with Silver Fox. He's a rebel. He can usually be found in the Gaggles Woods just outside of Flotsam. He's a good man. In fact I have a ring of his somewhere, oh here it is, I think he lost it or something. If you're passing that way and run into him please return it and tell him I said 'You're Welcome' for finding it."

attacked, it will focus on sundering weapons and grappling sleeping opponents. It's not evil, but it won't simply stand around and be killed without a fight.

Development: A DC 20 Knowledge (nature) or Survival check will reveal what the plant creature really is. Unfortunately, it will not reveal that this particular plant is not evil, but if they realize that the black willow is acting in defense of the cave they may understand its true intentions. Black Willows can understand (but not speak) Common, Elven and Sylvan. If the heroes will simply explain why they are there and who sent them, the tree will let them pass.

Once inside, the heroes must make a DC 23 Fortitude save from the yellow gas that permeates the cave entrance. It is a natural poison that causes a fear effect similar to a *fear* spell as cast by a 12th level wizard. Anyone that fails sees hallucinations of disembodied spirits and undead creatures that chase them through the forest. Those that succeed may

continue down a 50-foot tunnel to a passageway blocked by heavy curtains. The yellow mist that fills the corridor crawls from beneath the curtain.

When the heroes pull back the curtain, read or paraphrase the following:

The cavern beyond is roughly thirty feet across. Tables covered with ancient books, animal parts, minerals, and other esoteric material line the walls of the room. Situated at the center of the room is a bubbling cauldron from which the yellow mist pours. A hideous giant of a woman with warty skin and white, scraggly hair stirs the contents of the cauldron with a massive wooden spoon. As you draw near she mumbles to herself and nods as if she was expecting you.

READING OF THE TALIS CARDS

The Oracle consults the following 10 cards and interprets them for the heroes. Each interpretation will warn the heroes about some aspect of the story yet to come. If they can understand them it will have beneficial results for them down the road.

THE FIRST THREE CARDS REVEAL THE FOLLOWING:

- **Beasts of the Mage**—A barbarian shaman chants an ancient song, while his toad familiar echoes a similar plea (Shadowed: Beware dark forces are at work).
- **Lady of the Earth**—A kender matron studies the bounty of the earth (Shadowed: Poor work, poor harvest).
- **Beasts of the Peasant**—A barbarian girl confronts a cornered badger, each is master of their fate. (Shadowed: Discovery of some hidden secret).

Interpretation: “This card here,” she indicates pointing to the first card “indicates an evil figure. The toad is second in power. They have some contact with the earth. I would guess mud by the poor harvest. This contact will reveal a hidden secret if you search for it.”

THE NEXT THREE CARDS REVEAL THE FOLLOWING:

- **Beasts of the Artisan**—A barbarian woman works a saddle beside a stream, while her mount stands watch (Enlightened: Preparation for war).
- **Mage of the Winds**—An elven warlock summons the fury of the winds. Bird futilely attempt to fly in the storm (Shadowed: Turbulence).
- **Steward of Fire**—A dwarven lad fights valiantly to control a raging forest fire (Shadowed: Surrender, failure).

Development: As the heroes enter the room they realize that the Oracle is actual an ogress. She is a hideous old thing that speaks in riddles and vagaries. The Oracle will agree that the heroes are the one she spoke about and she will cast their fortune for a price. If the heroes have any magical golden berries she will accept three of them as payment, or one magic item.

Once she is paid she shuffles to a table, knocks the bric-a-brac to the ground, unravels a sash she is wearing, and lays it flat. Then from a fold in her dress she removes a deck of cards wrapped in leather. She shuffles the cards and deals ten of them face up. Refer to the sidebar **Reading of the Talis Cards** for the results.

Once the readings are done and the Oracle has vanished there will be nothing left for the heroes in cave, and they are free to leave.

Interpretation: “This card with the barbarian woman means that someone is preparing for a battle. This card here with the winds and the birds will be the sign of the coming battle. If it is not heeded this third card indicates that the invaders will surely win.”

THE LAST THREE CARDS REVEAL THE FOLLOWING:

- **Peasant of the Waves**—A black skinned child fishes in a stream, a bounty of fish already on the bank (Shadowed: False peace, curses).
- **Warrior of the Winds**—An elven warrior stands wearily above the smoldering remains of a battlefield (Shadowed: Bondage, bleak future, brooding).
- **Lord of the Flames**—A dwarven lord sits on a gem encrusted throne; a phoenix rises behind (Enlightened: Triumph).

Interpretation: “This child here is related to the sea, but not of it. This is a false sense of peace he has. This second card indicates that he is brooding and is shackled by his past. This man will be the key to a great victory. If you find him, you must hold on to him.”

Final card is the “Dragonlord.” It depicts Paladine and Takhisis in their dragon aspects. Roll d%, a result of less than 50% indicates that Takhisis is right side up. Upon seeing this, the Oracle says “Evil comes this way. T’will be my undoing!” If the result is higher than 50% she says, “The path you have chosen has been blessed. Continue wisely or you shall surely perish!” Then in a flash of blinding light she vanishes leaving the heroes alone in an entirely empty cave.

KENDER TRAPS [EL—]

It will be a two-day journey to Kendermore. As the heroes travel through the Kenderwood they will encounter traps set by the kender of that region. There is a 30% chance every six hours that they will run into another trap. If they are with kender guide they can avoid most of these, but there is still a 20% chance that the kender guide will forget about a particular trap. Select a trap from the following list when it is deemed necessary.

☞ **Snapshot trap:** CR 9; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); Atk +10 melee touch (1d8 bludgeoning plus Reflex DC 20 save avoids; 50 feet deep (5d6, fall); Search DC 27; Disable Device DC 27.

Development: If the characters try to avoid the obvious trap by edging around it, a branch swings out slamming into them, intending to topple them into the 50 foot pit, (Reflex DC 20 avoids the fall).

⇒ **Melonvine web trap:** CR 4; mechanical; location trigger; manual reset, multiple targets; never miss (no damage); Search DC 30; Disable Device DC 30;

⇒ **Club trap:** CR 6; mechanical; touch trigger; automatic reset; Atk +10 melee touch (1d4 bludgeoning); Search DC 30; Disable Device DC 30

Development: The characters can easily cut through the vines, but each vine cut sends a torrent of rotten melon cascading over the characters. Should the characters then seek to sidestep the vines, they run the risk of setting off a club, which swings at them.

⇒ **Entangling root trap:** CR 7; magic; location trigger; automatic reset; spell effect (*entangle*, 1st-level Druid); Reflex DC 12 partial); Search DC 25; Disable Device DC 25

Note: This is actually four CR 3 entangling root traps that are simultaneously in effect.

Development: The entangling root trap covers an area 160 foot radius. Characters can use a full-round action to move at half normal speed through the patch if they make an Escape Artist DC 20 or Strength DC 20 check. Characters that succeed the saving throw are not *entangled*, but can only move at half speed through the patch. The characters must make a reflex save each round or become *entangled*.

⇒ **Shirginth:** CR 7; mechanical; touch trigger; hidden switch bypass (Search DC 25); never miss (4d6 fire, 60 foot radius, Reflex DC 15 half); Search DC 20; Disable Device DC 25

Development: The beast is actually made from pitch-soaked wicker, covered in hides. There are two lanterns that are set as the beasts 'eyes'. Should the characters fail to bypass the trap and come within 30 ft of the beast or should they successfully attack the beast (AC 9), it explodes, covering a 60 ft radius in alchemist's fire.

⇒ **Log bridge trap:** CR 6; mechanical; touch trigger; bypass Balance DC 20; never miss (Reflex DC 25 negates, 5d6 bludgeoning, 50 feet, fall); Search DC 25; Disable Device—.

Development: The characters can travel either upstream or downstream to another crossing point to bypass this trap, but this adds an extra 1d4 hours to the characters' journey time. Should the characters brave crossing over the log, they can only cross one character at a time. Characters crossing the log can only move at half speed and must succeed a Balance check DC 20 each round they are on the log. Failure results in the log crumpling and sending the unlucky character into the icy cold waters 50 feet down. Characters can make a Reflex save to grab on to some of the vines that cling to the ravine sides (thus negating any damage from falling).

⇒ **Noose snare:** CR 8; mechanical; proximity trigger; manual reset; hidden switch bypass (Search DC 25); Atk +15 melee touch (1d8); Search DC 25; Disable Device DC 29

Development: As soon as the characters have disturbed the bush, a whip-like vine springs out and wraps around a characters throat. If the vine succeeds, it automatically deals the character 1d8 points of bludgeoning damage. As it starts to retract back into the trees, taking the character with it. The vine-noose is attached to heavy stone counter-weights hidden in the bushes. The vine continues to maintain the grapple, dealing 1d8 points of bludgeoning damage each round, unless the character succeeds in an Escape Artist check DC 24 or the vine is destroyed (AC 12, hardness 0, hp 4, break DC 24).

⇒ **Sinking snare trap:** CR 6; mechanical; location trigger; multiple targets; never miss (Reflex DC 15 negates, Reflex DC 15 partial); onset delay one round; Search DC 20; Disable Device 20

Development: The stake holds a purse filled with 50 cp. The 30 feet immediately surrounding the stake is actually quicksand. Around this is a 30 foot radius of slippery mud. The characters can spot the mud and quicksand with a successful Survival check DC 8. Those characters that attempt to cross the outer area of mud can only move at half speed and must make a Reflex save DC 15 or slide 5 feet nearer to the center and fall prone. Those that attempt to make it to the stake must make a Swim check DC 15 to move 5 feet. Should they fail, the character starts to sink and can make a Swim check DC 10 to 'tread water' and remain in place, neither moving forwards or down. Characters can Swim back to the more solid mud, but it requires a Balance check DC 15 to climb out of the quicksand and on to the mud. Of course, moving from there outwards, requires a Reflex save DC 15 or the character is sent back into the quicksand (see Chapter 3: Marsh Terrain in the *Dungeon Master's Guide* for more information on quicksand).

LEAVING GOODLUND

When the heroes leave Kendermore they will have an opportunity to pick up any supplies they need and you should even give them a chance to pick up any minor magic items less than 7,000 steel or perhaps a new spellbook. Kender have a funny way of acquiring objects from all over the world, so you never know just what they might find.

It is a 3 day journey from Kendermore to Flotsam. The heroes will have kender guides for most of the way that will help them avoid any kender traps. The kender will return back to Kendermore after two days. On the fourth day the heroes will arrive in the Gaggles Wood and after reviewing the next section on Flotsam you can continue to the scene **Silver Fox** on page 78.

FLOTSAM

The information in this section provides enough to play out the events in Flotsam for this adventure. For more in-depth details about Flotsam and its history, refer to the *War of the Lance Campaign Companion*.

FEATURES OF FLOTSAM

The city of Flotsam was founded on the pieces of the ancient empire of Istar that washed ashore when the Cataclysm tore the world apart—or so the legend says. Whether or not this is true is debatable (and many scholars do indeed debate this) but the fact remains that Flotsam is a mixture of rundown buildings, muddy streets, and bizarre architecture.

Nestled in a vale of rolling hills just off Blood Bay, Flotsam is a walled city, its crumbling walls providing some measure of protection from any invading forces that might come by land. The streets of Flotsam are mostly packed dirt that turns into mud when it rains, although the residents on the Rock are blessed with cobblestone roads. The buildings of Flotsam are a strange mix of numerous more or less successful styles of architecture, most buildings being one or two-story buildings

FLOTSAM

 **Flotsam (Large Town):** Nonstandard; AL NE; 3,000 stl limit; Assets 540,900; Population 3,606 (humans 70%, draconians 8%, goblins 6%, hobgoblins 6%, ogres 4%, sligs 4%, elves 1%, minotaurs 1%).

Authority Figures: **Highlord Lucien of Takar**, CE male half-ogre fighter 14/dragon highlord 2 (Dragon Highlord of the Black Wing, usually absent); **Highlord Kitiara uth Matar**, NE female human fighter 10/dragon rider 2/dragon highlord 2 (Blue Dragon Highlord on special assignment); **Highmaster Toede**, LE male hobgoblin fighter 4; **Highmaster Rense**, NE male human fighter 10 (Blue Dragon Highmaster); **Lord Swindle Chudley**, N male human noble 4 (Former Lord of Flotsam, in exile).

Important Characters: **Captain Maccaby “the Scar,”** NE male human mariner 6 (captain of the *Bloodhawk*); **Maquesta Kar-Thon**, N female half-elf mariner 11 (captain of the *Perechon*); **Captain Rensil**, NG male human mariner 6 (captain of the *Pink Lady*); **Silver Fox**, LG male half-elf ranger 7 (rebel leader); **Erewan the Shaggy**, CG male human fighter 3/rogue 1 (rebel lieutenant).

Local Resistance—Under the nominal command of Silver Fox, but actually under the day-to-day control of his lieutenant, Erewan, this slim rebellion consists of 12 local bandits-turned-freedom-fighters, and a small number of Kagonesti elves seeking vengeance for the atrocities brought against their kind by the advancing Dragonarmies. Humans: fighter 2/rogue 1 (3), fighter 2 (4), fighter 1 (3), warrior 1 (2); Kagonesti: ranger 2 (4), ranger 1 (4).

made of wood or stone. Some outsiders might call it ugly but the citizens of Flotsam don't care. At least they have a roof over their heads.

Flotsam is an occupied town. The Black Dragonarmy invaded it during the Balifor campaign, adding roughly 1,500 to the city's population. Currently, elements of Highlord Lucien's first Black Dragon Flight control the city and make up its defense, supported by units from the White and Blue Dragonarmies (the latter of which have recently arrived in town). As if that wasn't enough, the harbor has been sealed by Highlord decree leaving many merchants and their crews stranded, adding even more pressure to the shabby city and its citizens. Despite the presence of the Dragonarmies, Flotsam is as lawless as ever, a paradise for thieves and cutthroats. Bar brawls are very common and the prison is constantly filled to the rim with criminals, drunkards, and worse.

PEOPLE TO MEET IN FLOTSAM

The following individuals are important figures currently located in the port city of Flotsam. Use this information to guide you in handling any interaction with the heroes or to inform you of how they might be acting behind the scenes.

GILDENTONGUE

LE male aurak inquisitor 4

Gildentongue was sent to be the aid to the new Dragon Highmaster Toede and to quash the dissention that had started between him and Dragon Highlord Kitiara uth Matar. Gildentongue dislikes both Toede and uth Matar and is only really loyal to the Dark Queen and him, and not necessarily in that order. Gildentongue is also a spy for the Dragon Emperor, supposedly reporting back all that he sees and hears happening within Flotsam. Only the Dragon Highlords are aware of the true nature of Gildentongue, to all others he appears as a normal human. Should Gildentongue become aware of the heroes within Flotsam, he will approach them in a disguise and offer them good advice that will lead them into danger, if followed. *Starting Attitude:* Unfriendly.

HIGHLORD KITIARA UTH MATAR

NE female human fighter 10/dragon rider 3/dragon highlord 2

The Dragon Highlord Kitiara uth Matar has been sent to Flotsam to investigate reported sightings of Berem the Everman, who is needed by the Dragon Emperor as he is instrumental in winning the war. Kitiara sees Flotsam's current Dragon Highlord, Toede, as a weak and sniveling Highlord. Highlord Kitiara uth Matar has formed a superb fighting relationship with her dragon mount, Skie. So close is their bonds that Skie has allowed magic to be used on him to disguise himself so he can wander about the city with his Highlord. Skie usually adopts the role of an illusionist called the Blue Wizard when doing this. *Starting Attitude:* Unfriendly.

HIGHMASTER ETEL RENSE

NE male human fighter 10

First Lieutenant to the Blue Dragon Highlord, Etel Rense is a serious officer. He is critical and exacting. He is a military man and believes that all problems can be settled by the sword. Etel has a deep respect for his Highlord. He has been ordered to bring any rebel leaders in alive, but he may slay rebels and elves as an example to those who defy the might of the Dragonarmies. In the past month the Highmaster has been preparing for a very important meeting with the ogre nations.

Etel's mount is an adult dragon by the name of Stroak. She is hot-tempered and difficult control, but the Highmaster enjoys the challenge of controlling her. *Starting Attitude:* Unfriendly.

HIGHMASTER TOEDE

LE male hobgoblin fighter 5/rogue 4

Highmaster Toede has finally landed himself a position of real power, after spending most of his life as the lackey to others. He has taken over rulership of Flotsam and has even being granted his own dragon mount by the Dragon Emperor. Toede's control over Flotsam isn't tight; he only manages to maintain control thanks to this aurak aid, Gildentongue. Toede resents Highlord Kitiara uth Matar being within his domain and would dearly love to find a way to remove her if he could. Toede plans to show how capable he is by taking dominion over the sea-lanes. Toede makes use of the

Flotsam

- 1. Town Gates
- 2. Guard Towers
- 3. Marketplace
- 4. The Wharves
- 5. Highmaster Toede's Manor
- 6. Inn of the Saltbreeze
- 7. The Beacon
- 8. The Barracks
- 9. The Prison
- 10. The Jetties
- 11. A Friendly Tavern
- a. The Bloodhawk
- b. The Pink Lady
- c. The Sea Parer
- d. The Hurdles
- e. The Silver Spear



human Sevil Rev's connections to the illicit and underworld of Flotsam, not knowing that he is actually the disgraced Highlord, Verminaard. *Starting Attitude:* Unfriendly.

MAQUESTA KAR-THON N female half-elf mariner 11

The fiery and dusky-skinned half-elf Maquesta Kar-Thon is the captain of one of the fastest ships to sail the Blood Sea, the *Perechon*. She and her first mate, minotaur Bas-Ohn Koraf, often lay over in Flotsam, spending their coins. Maquesta is a merchant as much as a pirate; she works within the Dragonarmies because she knows if she didn't she would be killed. She happily plays both sides against each other, as long as she and her crew profit by it. Maquesta's first loyalty is that of her ship, then to her employer. She detests what the Dragonarmies did in the Silvanesti campaign and has vowed to bring vengeance to some of those responsible. *Starting Attitude:* Indifferent.

EREWAN THE SHAGGY

CG male civilized human fighter 3/rogue 1

Erewan, often called 'the Shaggy', is one of Silver Fox's trusted lieutenants working within Flotsam. He can be found, mostly in the Jetties, at an inn where he has set up his secret hideout. Erewan is not insane, although many who meet him and have fought with him will say he's not far from it; he is driven to survive in the shifting chaos since the Black Dragonarmies took over Flotsam. Erewan doesn't speak much about his past, or what has driven him to join up with the rebels, but all know that he will do what it takes to win the battle. *Starting Attitude:* Friendly.

SEVIL DRAANIM REV

LE Male civilized human fallen cleric 8/fighter 4/rogue 4

This shadowy and scarred figure, known to Flotsam residents as Sevil Draanim Rev, has few friends and fewer enemies. He keeps close ears to the ground and will be able to find out all of the current happenings within Flotsam, for the right price. Most of the information Sevil parts with are accurate, although he holds out on particularly useful or important information in order to up the price. Sevil is willing to aid the characters, especially if they intend to act in a way that will show Toede in a poor light. Sevil Rev has a dark secret—he is Verminaard, the former fallen priest of Takhisis, and was believed to have been slain in Thorbardin. *Starting Attitude:* Indifferent.

GETTING TO FLOTSAM

The following scenes take place as the heroes are traveling overland to the town of Flotsam. You may need to make adjustments if they approach from some other direction (such as by ship.) These scenes provide critical clues that the heroes will need if they are to proceed beyond Flotsam's walls.

SILVER FOX [EL—]

This encounter occurs as the heroes enter the woods just outside of Flotsam. Read or paraphrase the following:

As you travel, the woods grow dense. Twisted branches tangle hair and catch at cloaks. Prickly gooseberry and gray gorse huddle in the shadows, while songs of birds are a symphony within the cool recesses of the wood.

CALENDAR OF EVENTS

Like many stories, and indeed like the novels in the *Chronicles* trilogy, time sometimes passes between one chapter of the story and the next. Each of the scenes that happen for this part of the adventure will have information on when it is appropriate to run. Most of them will occur in order. You can also refer to the following list to help determine when it best to run each encounter.

Day 1: The heroes arrive in the Gaggles Wood and meet with Silver Fox. Then they travel to Flotsam in time to witness Lord Toede make a fool of himself. Finally they find an inn and settle into Flotsam. The following scenes are run on this day: **The Silver Fox**, **Toede in the Mud** and **the Jetties**.

Day 2: The heroes are free to explore the city and perhaps make a trip to the waterfront to ask for passage north. Refer to the **Passage North** sidebar on page 82 for more information on that. They may even be introduced to Sevil Rev on this day. The scene **Unlikely Encounter** could be run on this day.

Day 3: The Blue Dragon Highlord in Flotsam is called away and the rebels contact the heroes with an opportunity to strike against the Dragonarmies. The following scenes are run on this day: **The Highlord's Mission** and **A Rumor of Hope**.

Day 4: If the heroes decided to assist the rebels then they travel to Ogreshield on this day.

Day 5: On this day there is a very important meeting between the Dragonarmies and the ogre

nations. If the heroes decided to help they will make their attack today and hopefully their escape. They will also meet Maquesta on board her ship the *Perecheon*. The following scene to run on this day is **Ogreshield** and **Return to Flotsam**.

Day 6: The heroes travel back to Flotsam from Ogreshield.

Day 7: The Blue Dragon Highlord returns from her mission and the heroes discover Gildentongue searching their room at the Jetties. The following scenes to run on this day are **The Blue Lady's Return** and an **Uninvited Guest**.

Day 8: In the early hours of the morning of the eighth day the Jetties are raided by Lord Toede's forces, run the scene **Raid on the Jetties**.

Day 9: The heroes discover that Berem has been missing for a couple days. Clues lead them to the sewers under Flotsam. They find Sevil Rev has kidnapped Berem and had plans to turn him over to the Dragonarmies. A heavy winter storm moves in. Run the scene, **Berem Kidnapped**.

Day 10: Due to the storm, the city of Flotsam is practically shut down. It is too risky to take a ship out to sea.

Day 11: *The Perecheon* makes its escape into the Blood Sea.

Cutting a path through the forest you make your way to a hunters trail. The trail is churned into mud by the passage of feet. Up ahead you see a poster tacked to a tree.

The Situation: This trail seems to wind its way northwest to Flotsam. The poster on the tree says "REWARD! For capture of elves and their kin. Captured: 15 steel, Dead 1 steel." As the heroes travel along the trail they hear a commotion from up ahead. As they take a closer look they see an all too familiar scene of Dragonarmy officers accosting a merchant caravan.

There are eight human Dragonarmy officers and six merchants; one of the merchants appears to be a wild elf. What the heroes don't realize is that this is all a test. All the people involved in the altercation are rebels that are staging this show to test the heroes allegiance and willingness to fight.

Creatures: 14 of Silver Fox's rebels.

~ **Silver Fox's rebels (14):** hp 56, see page 251

Tactics: The rebels know that a large group is coming down the road so they are going to see how they react to the situation. The rebels will continue to pretend to be Dragonarmy officers and merchants until the heroes attack. They will not accept a bribe and throw it back at the heroes if they try one. If the heroes make their intentions about the

Dragonarmy clear, either by attacking them or threatening them, the rebels will congratulate them on a job well done and reveal themselves as rebels working for Silver Fox. If the heroes continue to attack the rebels dressed as Dragonarmy officers, even after they have revealed themselves then all the rebels, including the merchants, will join against the heroes.

Development: Provided that the heroes prove themselves worthy, the rebels take the heroes to Silver Fox. The rebels' base is hidden in a slough and reached through a maze of brambles. It consists of a collection of natural caves with multiple exits. If they already met him he will greet them warmly and welcome them in. If the heroes have proof of their encounters with the Black Dragonarmy such as uniforms or other information Silver Fox will accept them gladly in exchange for information and assistance in Flotsam. Even if they don't have proof he has heard stories of their interactions with the Dragonarmies. Refer to the **What Silver Fox Knows** sidebar for more information.

After he has spoken with them, Silver Fox will point the heroes in the right direction to reach the gates of Flotsam. He will also supply them with Black Dragonarmy uniforms if they desire them.

TOEDE IN THE MUD [EL—]

This scene will happen when the heroes approach the gates of Flotsam. Read or paraphrase the following:

WHAT SILVER FOX KNOWS

When the heroes encounter Silver Fox outside of Flotsam he will be willing to assist them when they enter Flotsam. You can use the questions and answers below to determine what the freedom fighter knows:

WHAT CAN YOU TELL US ABOUT FLOTSAM?

"Like Port Balifor, it is occupied by the Black Dragonarmy, but a couple of weeks ago the Blue Dragon Highlord arrived. It appears they are searching for someone, but I haven't been able to determine who yet. That information is being kept from any lower level officers. They have merely been told to report any strange activity that occurs in town."

CAN YOU HELP US GET INTO FLOTSAM?

"Getting in is easy. You could probably just walk right in posing as merchants or mercenaries. I often have my people pose as officers. They have so many walking around down there that there are new faces all the time. Plus there are enough civilians that you could still get lost in a crowd."

HERE IS A RING FROM KRONIN THISTLEKNOT.

"That rascal! I thought I had lost it, well then again maybe I did and he found it. The kender are good people and can be trusted in a pinch. I'm glad to hear he is doing well."

IS THERE ANYWHERE WE SHOULD STAY WHILE IN FLOTSAM?

"There is an inn called the Jetties at about the center of the town. It's a trusted safe house that we use. They are willing to keep an eye out for agents of the Dragonarmy and will notify you if anyone is asking around about you."

On the road ahead, you spy an odd sight. Just outside the gates a fat hobgoblin is perched upon the back of a squat, obese dragon-like creature. Surrounding him is a group of hobgoblin guards. This is obviously the Highmaster Toede. A wingless, gold-scaled draconian wearing a long cloak approaches him and the two exchange a few words. Moments later the draconian makes a quick exit, disappearing back into the town.

The Highmaster turns to one of the human warriors guarding the gate and reprimands him pointing at the warrior's muddy boots. In all his yelling the hobgoblin slips from his perch atop his mount and falls into the mud. Getting up quickly and brushing himself off he climbs back onto the toad-like dragon and moves into the town beyond the gates.

IS THERE ANYONE WE SHOULD CONTACT?

"I'll have someone contact you, Erewan the Shaggy. He can assist you in finding things around town or getting supplies. He will probably put you in touch with a man named Sevil Draanim Rev. He has a lot of connections in town and for the right price he can get you just about anything or any information."

DO YOU KNOW OF ANY GOOD SHIPS WE COULD TAKE NORTH?

"Well, there are two ships I can warn you about that are currently in the harbor. I'd stay away from the *Bloodhawk*. Captain Maccaby, also known as "the Scar," runs that ship. He's a pirate through and through and wouldn't have any problem with hauling you out to sea and dumping you overboard. Also stay away from the *Silver Spear*, that ship works for Highmaster Toede. I don't think you'll find much help on it. There should be a few good ships coming into port soon. The *Perecheon* has a good captain that may take you provided you have enough steel."

WHAT CAN YOU TELL US ABOUT THE HIGHMASTER?

"Highmaster Toede? I'm doing whatever I can to ensure that he stays in power. He's incredibly inept. It makes things much easier for me if he remains in power. The Highlord has other things to worry about so she leaves the running of the town to Toede."

WHAT CAN YOU TELL US ABOUT THE HIGHLORD?

"To be honest I don't know much about her yet. She usually stays cooped up in the Saltbreeze Inn. We haven't seen much of her at all."

The Situation: The Highmaster Toede was entering the town after a hunting trip and was briefly given an update on events around the town by Gildentongue who has been searching for the Green Gemstone Man.

Creatures: Highmaster Toede, Hopsloth the amphi dragon, Gildentongue, six elite hobgoblin warriors, two human Dragonarmy officers.

☞ **Highmaster Toede of Flotsam:** hp 66, see page 240.

☞ **Hopsloth, amphi dragon:** hp 152, see page 240.

☞ **Gildentongue:** hp 114, see page 239.

☞ **Hobgoblin guards(6):** hp 39, see page 249.

☞ **Dragonarmy soldier(2):** hp 28, see page 247.

Tactics: This encounter is not meant to be combative, but the heroes may think this is their chance to take out the Highmaster and attack. If this happens the Highmaster and Gildentongue will do everything in their power to escape, while all the rest of the warriors will be ordered to attack. If an alarm is raised the gate area will be filled with

Dragonarmy officers within five rounds and the heroes will be overwhelmed and will have given up their chance to sneak in unnoticed into the town.

Development: When the Highmaster falls into the mud, he inadvertently leaves something after his fall. The human guards don't notice, as they are preoccupied with the Highmaster. If the heroes visited the Oracle in Goodlund they may realize that the seer mentioned this scene. She foretold of a toad contacting the mud and this would mean there was a secret that could be searched for. Refer to **Reading of the Talis Cards** on page 75 for more information.

The item the Highmaster leaves behind is a scroll. It can be discovered with a DC 15 Search check. The scroll contains a message to the Black Dragon Highlord in Neraka, written in Goblin. It says, "Victory is nearly ours, Highlord! The secret of the spring gives us command over the watery domain! An alliance has been forged with my people's counterparts and the dragons of the deep. Istar will fall and the prize in the ancient temple will be ours! None can stop us now!"

After the reprimand by the Highmaster the guards will be irritated with their commander and will just wave the heroes in so they can talk privately about the Highmaster behind his back.

PLACES TO VISIT IN FLOTSAM

The following entries correspond to keyed locations on the Flotsam map.

F1: TOWN GATES

Three gates lead into Flotsam and a similar gate provides the residents of the Rock with some privacy. Made of ironwood, the gates are open during daylight hours and the portcullises are raised. At night the gates are closed but a smaller door allows for entry into the city. Much like everything else in Flotsam, the gates are in poor repair.

Each town gate is manned at all times by a contingent of 10 Dragonarmy soldiers and a sergeant. These soldiers are part of the least disciplined army in the Dragon Empire and it shows. Even though no one but Dragonarmy soldiers is allowed to carry weapons larger than daggers inside Flotsam, the guards have implemented a "weapons tax" which is nothing more than a bribe. Paying one steel piece per weapon will ensure that the guards look the other way.

If the soldiers are attacked or otherwise in need of reinforcements, a soldier in the gatehouse rings a gong. A Dragonarmy patrol consisting of eight soldiers and a sergeant arrives six rounds after the gong is rung.

☞ **Dragonarmy soldiers (10):** hp 28 each, see page 247.

☞ **Dragonarmy sergeant:** hp 72, see page 247

F2: GUARD TOWERS

Spaced at 200-yard intervals, the guard towers are 30 feet tall. As is the case with the city walls, these towers are in poor condition with massive cracks indicating that they can collapse at any time. Stairs ascend the interior, ending in a watch station used to observe the surroundings and spot invading forces. Two guards man each watch station at all times. Well aware that the chances of an invasion are extremely slim, these guards spend their time getting some much needed shuteye or playing dice and card games.

☞ **Dragonarmy soldiers (2):** hp 28 each, see page 247.

F3: MARKETPLACE

With its canvas tents, colorful wagons, and stalls, the open square that houses the marketplace of Flotsam is a nice change of scenery for those visiting Flotsam. Fishermen and farmers come here to sell their products to the citizens of Flotsam as do merchants from Khur and Balifor. Unfortunately, most goods sold here cost at least twice as much as they would in most other markets. A contributing factor to this is the recent sealing of the harbor as well as the problems associated with the arrival of the Dragonarmies.

Although most vendors sell food to the locals, almost everything can be found here. Contraband prevalent and the patrols roaming the marketplace from time to time turn a blind to the trade of weapons as long as they get something for their "troubles." Needless to say, the marketplace is a paradise for the rogues and thieves of Flotsam.

F4: THE WHARVES

Stretched along the entire eastern, southern, and western shores of the harbor, the wharf area is the lifeblood of the city. As a deep-water port, Flotsam is visited by many merchants, primarily from the eastern parts of the continent, who come to Flotsam to trade with the locals. All ships, including the local fishing fleet, are moored here. Warehouses dominate the shoreline but brothels, inns, and other establishments catering to the visiting sailors can also be found here. It has always been a place of frenzied activity.

However, the arrival of the highlord known as the Blue Lady changed that. Sent to Flotsam by her fellow highlords on a mission, she immediately sealed the harbor so that her quarry, a man called Berem, couldn't leave by sea. This has left many merchants stranded in Flotsam and the wharf is filled almost beyond capacity with merchant ships. Technically, ships are allowed to leave the harbor but a maze of bureaucracy makes it all but impossible to leave. Complete manifests must be filed and route plans must be accepted by highlord representatives.

Each entrance into the wharf area has a checkpoint that is manned by a Dragonarmy sergeant, five soldiers, and one bozak draconian. Only people with a pass signed by Highmaster Toede are allowed access into the wharf area. In contrast to the Dragonarmy soldiers manning the town gates and guard towers and those patrolling the streets, the soldiers manning these checkpoints belong to the Blue Dragonarmy and as such are much more disciplined. Bribes are not accepted and the soldiers will not accept any trouble. At the first sign of trouble, the sergeant blows an alert horn and 1d4 Dragonarmy patrols will arrive after a minute.

☞ **Dragonarmy soldiers (5):** hp 28 each, see page 247.

☞ **Dragonarmy sergeant:** hp 72, see page 247

☞ **Bozak:** hp 72, see *Dragonlance Campaign Setting*

F5: HIGHMASTER TOEDE'S MANOR

Once the residence of the Lord of Flotsam, this magnificent manor located on the harbor of the Rock is now home to Highmaster Toede, the hobgoblin placed in charge of the Black and White Dragonarmy forces in Flotsam. The manor itself is two stories tall, flat-roofed, and surrounded by a 10-foot high wall. Beside the main house is a small stable, against

PASSAGE NORTH

The heroes have probably come to Flotsam looking for passage north. The wharves of Flotsam are full of ships. There are two-dozen leaky fishing boats that would not survive the high seas, plus a number of carracks and warships manned by mercenaries of the Dragonarmies. If the heroes discreetly ask around they can find a few ships that may carry them north. The typical asking price for passage is 2,000 steel per person, but can be bargained down to 1,000 steel with some haggling and a successful DC 15 Diplomacy check. Payment is usually taken on the day they board the ship for the journey. Listed below are a description of each ship in port, her captain and information about the ship that the heroes may or may not be privy too.

The Bloodhawk: This is a pirate ship captained by Captain Maccaby, known to most as the Scar. The Captain is more than willing to take on passengers and will ask for half the normal rates. It is his intention once he takes to sea to force all the passengers over the side in a long boat as soon as he has lost sight of land. To find out more about the Captain and his crew refer to the scene **The Bloodhawk** on page 101 in **Chapter 11: Faith**. If the heroes book passage with this ship the captain will be prepared to leave in three days.

The Pink Lady: This is a rich merchant carrack and Captain Rensil is headed for the city of Jachim in Nordmaar. His cargo is ore, wood and ale. Captain Rensil will not be bargained and will expect the full 2,000 stl per passenger. If the heroes book passage with this ship it will be unable to leave for a week. Even then he is only going so far as Nordmaar and then heading south again. So the heroes would have to find another ship or try to make their way across Nordmaar that is presently dominated by the Red Dragonarmy.

The Sea Farer: This ship is ridden with wormholes and barnacles, its hull buckled and decks warped. Captain Qualoth can be argued down to 600 steel per person. Every 10 miles on the open sea there is a 20% chance that the ship will begin sinking. The heroes will have five minutes to abandon ship before they go down with it. Captain Qualoth will not leave his ship no matter what.

The Hardtimes: Captain Jagger will only agree to take on passengers if they will act as added guards. His first destination is a small ogre village where he trades for goods with a local ogre chief. These “goods” are weapons for the ogres and are hidden in barrels of cider. His crew includes 10 able bodied fighters and the rest are comprised of mariners. If the heroes accompany him, he will first take them to the Watery Grave Bay to a small village on the coast. The ogres will betray him and he will betray the party by abandoning them on shore with a village of forty ogres.

The Silver Spear: Lieutenant Poliander captains this mercenary war galley and works for Highmaster Toede. He claims to be willing to take passengers (DC 18 Sense Motive check will reveal he is lying), but intends to rendezvous with a minotaur ship of 20 minotaurs off the coast of Kothas and sell them into slavery. His crew consists of 10 hobgoblin warriors and 10 more mariners including a number of half-goblins. If the heroes are foolish enough to book passage on this ship and are taken to the minotaurs they may be rescued by the time intervention of the *Perecheon*.

The Perecheon: This ship does not pull into port until day five. If the heroes participated in the scene **Ogreshield** on page 87 then they will have a chance to meet with the *Perecheon* and her captain, Maquesta Kar-Thon. This ship is going to prove to be the heroes best bet in escaping Flotsam.

which stands a wooden platform. This platform serves to enable Highmaster Toede's mount, an amphi dragon named Hopsloth, to get to its lair on the flat roof of the manor.

Creatures: The first floor of the manor houses Toede's servants and guards (two ogres, two baaz draconians, and eight hobgoblins) while the second floor contains Toede's private quarters. Toede's treasury is also located on the manor grounds. Attached to the rear of the manor is a small stone building. Its triple-locked doors (Open Lock DC 30) guarded by five Dragonarmy soldiers and their leader, a sivak draconian. At the first sign of trouble, the sivak blows a whistle, summoning the guards in the house and the guard posted by the gate all of whom arrive five rounds later. This building contains the Dragonarmy payroll as well as Toede's private treasury.

☞ **Dragonarmy soldiers (6):** hp 28 each, see page 247.

☞ **Dragonarmy sergeant:** hp 72, see page 247

☞ **Baaz (2):** hp 18, see *Dragonlance Campaign Setting*

☞ **Hobgoblin guards (8):** hp 39, see page 249

☞ **Ogre barbarians (2):** hp 29, see *Monster Manual*

☞ **Sivak captain:** hp 75, see page 251

Treasure: Should the heroes breach the manor's defenses and get inside the vault, they find 10 sacks containing a total of 25,000 stl and several caskets filled with gems, jewelry, and metalware worth a total of 15,000 stl.

F6: INN OF THE SALT BREEZE

The Inn of the Saltbreeze, or simply the Saltbreeze as it is normally called, is the finest inn in Flotsam. Located on the seaward side of the Rock, the inn is a massive building, three stories high. The freshly painted outer walls, the windows decorated with flowers, and the neatly tiled pitched roof all serve to make the Saltbreeze a very inviting sight, even for those upper class citizens already living on the Rock.

However, the blue dragon that can sometimes be seen perched on the inn's gable acts as a deterrent for many would-be customers.

The Saltbreeze serves as the headquarters for the Blue Lady during her stay in Flotsam; hence the blue dragon perched on the gable. No civilians stay at the inn these days as the second and third floors have been reserved for the Blue Lady, numerous officers from the Blue, Black, and White Dragonarmy, and a contingent of elven soldiers. The first floor contains the tavern, kitchen, and various other rooms. It remains open to the public, but few people dare dine at the inn for fear of looking at a Dragonarmy officer the wrong way.

F7: THE BEACON

The Beacon is just that, a beacon for the ships and boats approaching Flotsam that allows them to enter the harbor safely. Built on a stone jetty, the beacon tower is 50 feet high and it is only accessible via a stairway.

Creatures: The tower is crewed by five sailors who make sure that the watch fire continues to burn. The fish oil that is used as fuel for the fire is brought to the tower by dockworkers once a week. For security purposes, two Dragonarmy soldiers guard the tower at all times.

☞ **Dragonarmy soldiers (2):** hp 28 each, see page 247.

F8: THE BARRACKS

Located along the northern shoreline, the barracks is a series of stone structures built to contain the city's garrison. The barracks consists of three buildings. The central building is the largest and this is where the humans, draconians, hobgoblins, and other races fighting for the Dark Queen sleep and eat. It is also where the armory is. Any weapons and other equipment confiscated by the Dragonarmy soldiers are brought here. The other buildings house the military administration as well as high-ranking officers.

Creatures: Before the Blue Lady arrived in Flotsam, the barracks was, ironically enough, one of the worst guarded areas in town. When not on guard duty or patrolling the streets, the soldiers were out in the city either spending their money in the taverns and alehouses or the brothels. That changed with the Blue Lady's arrival. The soldiers are still allowed to spend their free time and their money however they wish, but there's a guard detachment of 60 soldiers and three sergeants divided among the three buildings at all times.

☞ **Dragonarmy soldiers (60):** hp 28 each, see page 247.

☞ **Dragonarmy sergeant (3):** hp 72 each, see page 247

F9: THE PRISON

The prison of Flotsam is a one-story stone building attached to the city barracks. A walled courtyard provides access to the prison from the barracks and a small barn filled with hay is attached to the rear of the prison. A stone staircase allows for access to the roof, from which three gibbets hang. Criminals are hung from these gibbets regularly as a reminder to anyone of the swift punishment dealt by the Dragonarmies, should one cross them. The overcrowded prison's interior reeks of urine and sweat, and the small cells are damp. Each cell is 5-foot square and usually contains two prisoners. Prisoners aren't fed as they're usually executed shortly after they've been put there.

Creature: An ogre is the prison's jailor. If prisoners attempt to escape or if the jailor is attacked, he blows a horn, summoning 1d4 Dragonarmy patrols which arrive one minute later.

☞ **Ogre jailor:** hp 37, see page 250

F10: THE JETTIES

In spite of its dubious appearance, the Jetties is a decent inn. Unlike many other similar establishments in Flotsam, the rooms in the Jetties are dry, prices reasonable, and the food much better than average. The Mirsasas, a local man and his Nerakan wife, own the inn. They value privacy and they expect their patrons to keep to themselves and not bother anyone else.

What's special about the Jetties, however, is that it serves as the secret base of operations for the local resistance. Led by Silver Fox, these bandits-turned-rebels use the cellar for their clandestine meetings and it is from here that they plan their attacks on the Dragonarmies. If the heroes have met Silver Fox, this is where he sends them. Silver Fox's lieutenant is currently in prison, arrested for spitting on a high-ranking officer (in fact it was the Blue Lady herself). The rebels are willing to help as much as they can but they can't secure a ship out of Flotsam as the Dragonarmies have sealed the harbor.

F11: A FRIENDLY TAVERN

Apart from the Jetties, the Friendly Tavern is the only other establishment in Flotsam that is not crawling with Dragonarmy soldiers and their followers. Unfortunately, it is also a much rougher place than the Jetties, with bar brawls and raids by Dragonarmy patrols looking for trouble, thieves and pick pockets prowling the commons. The random encounter **Highstakes Cardgame** takes place in A Friendly Tavern.

You should point out to the heroes that "A Friendly Tavern" is the actual name of this establishment. It is painted on a sign that hangs over the entrance, and even though the place is nothing of the sort, it gives the locals something to laugh about.

THINGS THAT HAPPEN IN FLOTSAM

The following scenes make up the story of the heroes time in Flotsam. Each scene will specify when it should be run, though the latter half are more or less in order.

THE JETTIES (EL—)

Run this scene once the heroes reach the inn that Silver Fox recommended. Read or paraphrase the following:

Moving through the town you find your way to the inn that Silver Fox recommended. It is not the most eloquent location, but as you enter inside you find it neatly tended. The front door opens up into a large common room to the right, a counter to the left and stairs heading up directly ahead of you. A matronly-looking woman with graying hair tied into a bun gives you a smile and says, "I've been expecting you."

Development: The woman behind the counter is Hilda Alesworthy. She was given a description of the heroes and knows they are coming. Hilda will see to it that the heroes are set up with rooms. If offered any money she tells the heroes to put their coins away, she is sure that with their experience as warriors that Silver Fox will call upon them for a favor at some point so all debts will be repaid. That evening Hilda introduces the heroes to Erewan “the Shaggy,” the rebel lieutenant for Silver Fox.

Erewan will be happy to show the heroes around the town. He will also show the heroes the cellar of the Jetties, hidden beneath a trap door in a storage room and surprisingly large. Erewan will explain that the rebels use this place as a hideout during the occasional Dragonarmy inspection and just wanted the heroes to be aware of its existence in case they needed it. Finally Erewan will mention that he has a contact by the name of Sevil Rev that can get them information, but always at a hefty price.

HIGHSTAKES CARDGAME (EL—)

The heroes are invited by Sevil Rev to participate in a friendly game of Bounty Hunter. This scene assumes that the heroes have met Sevil and it can be used if the heroes need some money for passage on a ship.

A street urchin comes up to you and hands you a note, smiling a toothless smile. You recognize the handwriting on the note. It's from Sevil Rev. The note reads as follows:

“Interested in a game of Bounty Hunter? There's a lot of steel involved. Tonight at A Friendly Tavern. S.D.R.”

The Situation: Sevil Rev has set up a game of Bounty Hunter and has invited the best players in town. The game is to be played at **F11: A Friendly Tavern** and it starts after sunset.

Not a minute after the sun has set, Goram Bonecrunch, the half-ogre owner of **F11: A Friendly Tavern**, ushers the patrons out, claiming that he's closing up shop early tonight. There is more to it than that, though. Sevil Rev has paid Goram a sack of steel to let him have the common room for one evening. If the heroes start out the door, Goram intercepts them and says that the game will start shortly. He then starts rearranging a few tables and chairs.

Soon after the door opens and a dark-skinned man dressed in brightly colored clothes enters the inn. Then a striking red-haired woman dressed in a blood-red dress enters, followed by a dwarf who looks like he has come straight from his smithy. Two more enter the inn before Goram locks the door, both captains judging by their outfits.

As soon as everyone has made themselves comfortable, Sevil descends from the upper floor and sits down as well. He skips the introductions and goes straight to the point, explaining the rules of the game and, more importantly, the minimum amount of steel required to join a game.

Development: Here is how the game works: each player begins with 40 tokens. At the beginning of the round each player antes up at least one or more tokens into the pot at the center depending on how lucky or skillful they believe they are.

Then each player in the game makes a skill check. They can choose whether to make a Sense Motive (or untrained Wisdom check) or Bluff check (or untrained Charisma check). They may choose to forgo either of these and make an untrained Intelligence check instead. The highest result of these checks determines who currently has the highest trump in that hand. The other players can try to bargain with that player to “purchase” the results of the winner's roll with their tokens. The player with the highest roll can always choose not to sell.

Then everyone rolls a second time. If someone purchased the results of the roll last time they can opt to use that result instead of rolling a second time. Once again the highest roll will win and someone can purchase the results of that roll (or the previously purchased results) from someone.

Then everyone rolls one final time. Just like in the last hand, anyone that purchased the results of a roll in the last hand can use that instead of rolling again. In this final hand whoever has the highest result wins the pot. Each token is worth five steel.

Auction (EL—)

This scene only occurs once the heroes have made the acquaintance of or attracted the attention of Sevil Draanim Rev (see **People to Meet in Flotsam**). The heroes are invited to participate in an auction. The object up for bid is no less than the private reports of Dragon Highlord Lucien of Takar. This encounter can be used to provide the heroes with very valuable information about such things as troop movement, patrol schedules, written orders, and a general insight into the mind of one of the most powerful men serving the Dark Queen. Of course, there is also the chance that the reports are fake, written by someone with a vivid imagination.

The Situation: Sevil Rev has recently come into possession of a number of reports which apparently belong to Dragon Highlord Lucien. Since Sevil acquired the book, there's been an increase in Dragonarmy activity in the area immediately surrounding **F11: A Friendly Tavern** and he feels that now is a good time for him to get rid of the information and make a small profit in the process. Therefore he has invited a few people he trusts to participate in an auction.

The auction is to take place in an abandoned warehouse located in the wharf area. He has invited a diverse group of people to the auction, including pirates, merchants, thieves, and others who might be interested in Highlord Lucien's journal.

Development: For the purpose of this scene, only three people are of any interest as they are the only ones with enough money to possibly win the reports: Marlonna Dashbrook, the same red-haired woman who attended the highstakes cardgame (if the heroes haven't participated in that game of cards yet, they haven't had the pleasure of meeting Marlonna yet); Captain Piras, pirate captain; Fasfar Glimmersteel, Theiwar merchant and dabbler in the arcane.

The bidding starts at 150 stl. Marlonna will go as high as 650 stl. Captain Piras will stop at 725 stl. Fasfar quits when the bid reaches 900 stl. If the heroes bid on the book and win the auction, Sevil hands them the reports. He tells the heroes to keep quiet about the auction and the fact that they have the reports in their possession.

Assassins (EL 13)

During one of their outings, the heroes stumble upon this assassination attempt and are presented with a simple choice: Help the innocent taxidermist or leave him to his doom.

The Situation: Furcoat has been living a quiet life. Ever since the mad gnome came to Flotsam he has kept to himself, quietly doing what he loves—taxidermy. Furcoat's clientele consists primarily of rich merchants from Flotsam, Port Balifor, and as far away as Neraka and Sanction. His dealings with his customers have mostly been through intermediaries, which suits him just fine as it allows him the privacy he needs.

A week ago a package was delivered to the gnome by what he assumed was an employee of his latest customer. In it was the corpse of a small black dragon. This was a package he should never have opened.

Hidden inside the small corpse is a small medallion made of platinum and gold, shaped to look like two dragons whose tails have intertwined. The medallion is magical and its owner wanted it smuggled out of town. Unfortunately for Furcoat the package ended up at his doorstep.

On the night that this encounter takes place, Furcoat receives a visit from a Black Robe wizard, a servant of the owner of the medallion, and his assassins. The Black Robe, a dark elf named Rimasalas Qoutathas, has come to kill the gnome. However, just as he is about to strike the killing blow, the frightened gnome breaks free from his restraints and bolts from his house...and straight into the heroes. In the doorway stands a black-robed figure, his faces hidden in the shadows of his hood. The figure advises the heroes to leave or else they too will perish.

Creatures: One Black Robe and his two assassins are determined to kill the gnome and if the heroes intervene on the gnome's behalf, they are attacked as well.

☞ **Rimasalas Qoutathas:** hp 36, see page 242

☞ **Assassin (2):** hp 50 each, see page 245

Tactics: Confident that he can handle the gnome on his own, Rimasalas ordered the two assassins to stand guard and so they have taken up positions on the roof of the taxidermy shop. At the slightest sign that their master is threatened, they fire their arrows at the heroes nearest the Black Robe using their sneak attack (provided that the heroes are within 30 feet of the assassins). Then, in the following round, they draw their swords and leap from the roof using their Tumble skill and enter into melee range.

Rimasalas starts combat by casting a Maximized *fireball* at the heroes, softening them up and hopefully even killing one or two of them. He then focuses spells such as *ray of enfeeblement* and *vampiric touch* on warrior-type heroes.

Development: If the heroes win the battle, Furcoat is extremely grateful for their help. He invites them into his home. He has no idea why the Black Robe attacked him but he is more than happy to reward the heroes for their gallantry.

He hands each hero a dark green velvet pouch. Each pouch contains a sapphire (worth 1,550 stl), two emeralds (each worth 1,200 stl), and a *ring of protection* +2.

Dragonarmy Patrol (EL 12)

In this scene, the heroes are detained by a Dragonarmy patrol and questioned about the underground movement. If the heroes cooperate with the patrol and answer their questions (as truthfully as the heroes think is necessary, of course) they will be set free. You may run the scene at any point after the heroes have set themselves up in town.

The Situation: For a while now the underground movement operating in Flotsam and Port Balifor has been a thorn in the Black Dragonarmy's side. Sabotage and assassinations have meant the delays of several major troop movements and now Dragon Highlord Lucien has had enough. He has ordered his officers to increase patrols and focus on finding the rebels.

As the heroes travel through the city, they are stopped by a patrol of Dragonarmy soldiers. The soldiers spread out in a formation that makes it clear to the heroes that they should not attempt anything foolish. The sergeant, a blond, grim-looking man named Gunhar Pilarm, takes off his helmet and addresses any hero who might be carrying himself as the leader of the group. He ignores everyone else, given anyone who may interfere with his questioning a baleful look. He asks a series of questions about the underground movement. Two questions are of particular importance. Where is the rebel headquarters? Where is the rebel leader known as Silver Fox?

Creatures: Eight Dragonarmy soldiers and their sergeant make up this patrol.

☞ **Dragonarmy sergeant:** hp 72, see page 247

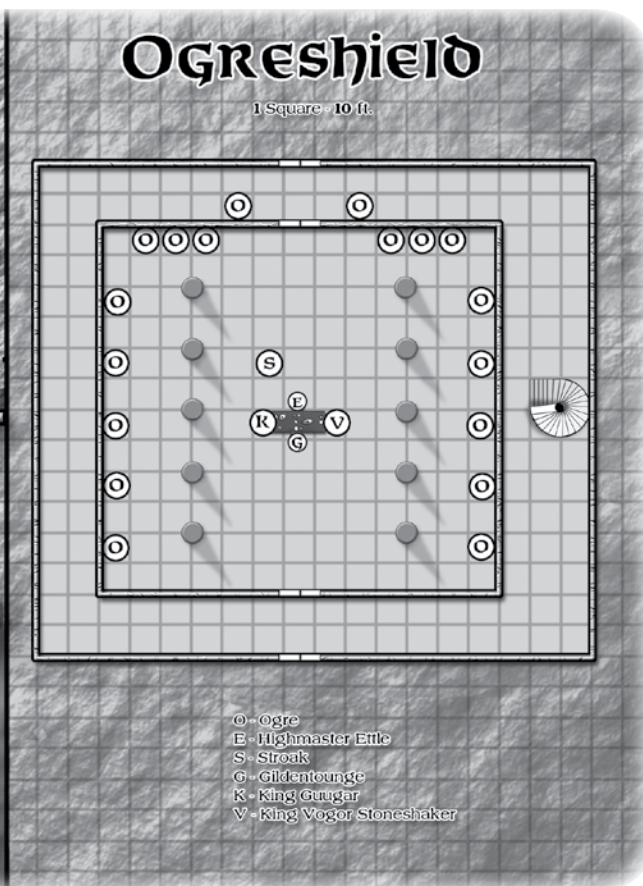
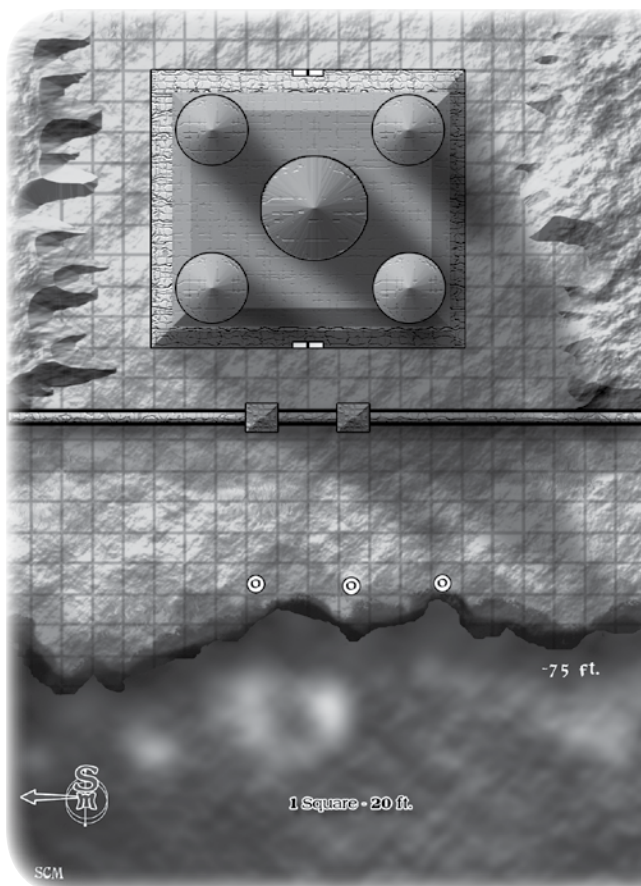
☞ **Dragonarmy soldiers (8):** hp 28 each, see page 247

Tactics: In the first round of combat, the soldiers will fire their crossbows and then draw their swords, moving into melee. They will try to divide the party into smaller groups. The sergeant has already drawn his sword and attacks the hero he has been talking to.

Development: The heroes can choose to answer the sergeant's questions truthfully, giving the sergeant any information they have. This will bring all kinds of trouble down on Silver Fox and his rebels and they will be none too pleased to learn who gave the Dragonarmies the information. The heroes could try to lie about it. If this happens, have the hero speaking with the sergeant make a Bluff check against the sergeant's Sense Motive check. If the hero is successful, the sergeant looks a bit skeptical, then orders his men to move on. If the hero fails his Bluff check, however, the sergeant orders his men to arrest the heroes. Depending on the heroes' reaction, they will either be brought to the barracks for further questioning or combat ensues.

Crazed Elf (EL 11)

In this scene an elven noble and his followers attack the heroes. The scene may occur at any time one or two heroes are walking around town dressed in Dragonarmy uniforms. The scene is written with a smaller group of heroes in mind but it is easily adjustable to fit a larger group; just add more elves to the encounter.



The Situation: The elven noble Piaras Silverbreeze is torn with grief after his young daughter was brutally murdered by a sadistic Dragonarmy officer and he has vowed to kill a hundred Dragonarmy soldiers for each time his beloved daughter was stabbed by her killer.

Unfortunately, one of the heroes is out and about the night Piaras strikes against the Dragonarmy. At some point during the night, when the hero moves past an alley, Piaras lunges at from the shadows, cursing the Dragonarmy and the Dark Queen in Elven, his red-rimmed eyes and his almost feral visage revealing his madness. He cannot be reasoned with unless the hero utilizes some kind of magic.

Creatures: The insane Piaras, dressed in clothes that were once suited for the elven court and armed with a magnificent longsword, attacks the hero.

☞ **Piaras Silverbreeze:** hp 72, see page 242

Tactics: Piaras is only interested in one thing and that is to kill the hero. However, after years of training with the finest swordsmen in Silvanesti, swordplay is an integral part of Piaras and that shows in his maneuvers. He fights defensively and will try to disarm his opponent before giving the killing blow.

Treasure: The sword Piaras uses is an ancient family heirloom passed down from generation to generation. Its slender blade is made of a strange green-tinged steel and platinum elven runes have been inserted into the steel. The pommel is made of some kind of bone with a soft green cloth wrapped around it. The sword is named Eriach-Theel and it is a +2 *dragon bane longsword*. In addition to the sword, Piaras wore a +1 *chain shirt*.

UNLIKELY ENCOUNTER [EL 14]

Run this scene if the heroes are walking around as Dragonarmy officers and you wish to test their Bluff skills or offer them a chance to meet the Highlord. This encounter will only occur before day three or after day seven. Read or paraphrase the following:

The streets are crowded with bodies, but being dressed as officers you find most people move out of your way and you are able to move down the road with ease. Just as you are about to reach your destination a woman with dark curly hair dressed in the armor of a Dragon Highlord hails you and approaches with a group of guards.

The Situation: Highlord Kitiara uth Matar has spotted the heroes. Something about them caught her attention and she has come to investigate.

Creatures: The Dragon Highlord Kitiara uth Matar and her guards.

☞ **Kitiara uth Matar:** hp 99, see page 241.

☞ **Dragonarmy Soldiers (6):** hp 28, see page 247.

Tactics: If a hero threatens to become violent, Kitiara will point out that many soldiers walk the street ready to respond to her shout. If they run, Kitiara will order her soldiers to apprehend them. If anyone other than Tanis, Caramon, or Raistlin is caught running they will be imprisoned.

Development: The heroes have the option to run or stay where they are and try to bluff their way through the interview. Kitiara will respond differently to different characters. **Note:** the following suggested reactions are tied to the pregenerated Heroes of the Lance provided in the **Appendix**. Because it is not assumed that Kitiara is related to characters that fill the Archetypes usually occupied by those heroes, you may simply derive a suitable response based on the player heroes' background or use the section labeled Anyone Else.

Goldmoon/Prophet: Kitiara may stop and stare, full of thought, but will not do anything. She will ask her name and rank and let her go about her business.

Riverwind/Ranger: She smiles and flirts with him, winking and nodding her head for him to follow. If he responds she will invite him to the Saltbreeze. If he doesn't she will ask his name, rank, what he is doing and who is commanding officer is, then she will let him go saying she will see him again later.

Tika/Ingenuer: Kitiara will frown and stare at the girl, trying to remember her. She has a 40% chance to remember her. If Kitiara does not remember she will let Tika go and walk away deep in thought. If she does recognize Tika, she says, "You are brave to dare coming so close to the dragon's den! Do not push your luck young lady, for your companions will not always be there to protect you. Farewell, my friend!" Kitiara then leaves.

Tanis/Leader, Caramon/Protector, or Raistlin/Sage: Kitiara will seem surprised and think the hero has abandoned old friends. She will attempt to have him join her cause. She invites him to the Saltbreeze.

If someone agrees to accompany Kitiara to the Saltbreeze, she will ply them with strong drink, asking many questions to test their loyalties. If the character is the Leader or the Ranger (or any other strong, unrelated male hero) she will suggest he stay the night. After a day of getting to know each other she is called away on an important mission, but tells the hero they should await her return. If the hero leaves, Gildentongue will follow him.

Anyone Else: She will ask them their name and rank and ask what errands they are currently running. She may see through their disguise (her Sense Motive check versus the heroes Bluff check) and if she does she will set Gildentongue to follow them else she will let them go on their way.

HIGHLORD'S MISSION [EL 14]

Run this scene on the morning of day three:

The shrill cry of a dragon echoes across the land, and all stop to watch as a blue dragon and her rider climb into the graying sky. The dragon's mighty pinions beating the air they climb swiftly above the clouds heading north.

The Situation: The Highlord has been called back to lead her forces in the campaign on the plains of Solamnia. She flies first to Ogreshield where she uses a Teleport Nexus. Highmaster Rense remains behind with Gildentongue, to cement the ogre alliance. She will return in four days.

A RUMOR OF HOPE [EL—]

This scene occurs on the afternoon of day three. Read or paraphrase the following:

Erewan the Shaggy finds you and says "I'm glad I found you. I received a message from Sevil Rev and spoke with him briefly about a meeting that is taking place in a couple of days between one of the Highlord's lieutenants and an ogre chieftain of the ogre lands. I don't have the manpower here to do anything about it, but I certainly don't want ogres walking the streets of Flotsam in some alliance. Do you think you could do something about it? I know all of us in the resistance would be grateful for your help."

The Situation: Erewan has arranged a second meeting for the heroes to meet Sevil Draanim Rev. He says to meet Sevil at the eel vendor's booth in the marketplace at sunset. If they have never met him before anyone at the Jetties can tell them Sevil is someone that has a lot of connections in town and has aided the rebels in the past, but always for a price. The original message Erewan received was signed S.D.R.

Development: Sevil will meet the heroes out in the open keeping an eye out for any Dragonarmy officers that may be ready to attack. Sevil reveals that he knows the precise time and location of a meeting between the Dragon Highmaster Ettel, Khan Gruugar of Kern and King Vogor Stoneshaker of Blöten. He is willing to go with them to break the alliance. If asked how much this information costs he will say that he has a personally vested interest in seeing that this alliance fails.

Sevil has arranged for an old captain to provide passage on his leaky fishing boat to leave at dawn. It takes them all day and all night to reach the spot. The meeting takes place on the following morning so time is of the essence. He recommends that if the heroes have Dragonarmy uniforms that they should bring them. He would like the ogres to think the Dragonarmies betrayed them. If the heroes agree he will give them the location to meet him on the docks and will disappear into the crowd.

OGRESHIELD [EL 18+]

This scene takes place on the morning of day five. Run this scene if the heroes chose to follow up on Sevil's information to break the Dragonarmy and ogre alliance. Erewan and Silver Fox would consider it an immense favor if the heroes could help.

The hours aboard the rusty, barnacle encrusted ship have not gone by easy. Every swell causes the whole boat to sway and lean precariously. As the sun begins to rise in the east its light reveals a shoreline of broken lands with clumps of withered plants. In the distance you can spy a squat fortress high on a steep hill. Impaled victims line the shoreline as a grim reminder to anyone foolish enough to trespass that they are not welcome.

The Situation: The heroes have arrived at the meeting location on the outskirts of the lower city of Ogreshield. Sevil will direct the old captain to pull over to the shore into a natural cove 100 yards from the keep. He says that there are guards watching the waters so they need to take them out before they can get to the keep.

Creatures: Ogre Guards.

☞ **Ogre barbarians (3):** hp 79 each, see *Monster Manual*

Development: Sevil is correct in his assessment. Three ogre guards are spread out along the cliffs of the shoreline watching for the signs of any ships of dragons that might be approaching the old keep. The heroes should be given the chance to engage them one at a time and try to neutralize them before they have a chance to notify the other guards.

The ogre guards have a +6 to their Listen checks and a +2 to their Spot checks. Keep in mind that every 10 feet of distance increased the DC to Listen by +1. Each guard is situated 50 feet from the next along the cliffs. Meaning they must make a DC 20 Listen check to hear one another scream or the sounds of battle. The ogres could be bull-rushed off the cliff and will always choose to fight for at least one round before looking to warn any other guards.

Once the guards have been dispatched the heroes can proceed up to the rear side of the keep. The shore side was only lightly protected, but the far side of the keep has three patrols of 12 ogre barbarians and five patrols of 12 ogres. The ogre barbarians guard the inner wall, the standard ogres patrol the outer wall and the gate.

Creatures: Highmaster Ettel, Stroak, Gildentongue, Khan Gruugar, King Vogor Stoneshaker, Ogre guards.

☞ **Dragon Highmaster Ettel:** hp 53, see page 240.

☞ **Stroak, adult blue dragon:** hp 241, see *Monster Manual*.

☞ **Gildentongue:** hp 114, see page 239.

☞ **Khan Gruugar:** hp 103, see page 241.

☞ **King Vogor Stoneshaker:** hp 124, see page 241.

☞ **Ogre barbarians (18):** hp 79 each, see *Monster Manual*

☞ **Sevil Draanaim Rev (6):** hp 118, see page 243.

Tactics: This may seem like an impossible encounter for the heroes to achieve victory in at first glance, but the object here is not for the heroes to vanquish all their foes but to slip in, cause confusion and suspicion on the entire proceeding, and then slip out again.

When the heroes enter the great hall they will discover a great table covered in meats and wine situated at the center of the room. Sitting at the table are the following figures: Dragon Highmaster Ettel, Gildentongue, Khan Gruugar of Kern and King Vogor Stoneshaker of Blöten. Standing around the room are 18 ogres. Nine are loyal to King Stoneshaker and nine on the other side of the room are loyal to Khan Gruugar. (All the ogres outside the keep are loyal to Khan Gruugar). Stroak will be curled up behind the chair of Ettel seeming to be sleeping.

As the characters enter, if they are wearing Dragonarmy uniforms all the figures pause for a round unsure of what is happening, giving the heroes a full round to act.

The ogre guards on both sides will wait for orders from their respective commanders before acting, but are just as likely to begin attacking each other as they are the heroes. The ogre chiefs will both immediately cry that Ettel and Gildentongue are traitors and move to attack them. You may want to remind the heroes that if Ettel, Stroak, or

Gildentongue survive the fight they could possibly identify the heroes back in Flotsam, but if the heroes only attack those characters it will arouse suspicion among the ogres. If the heroes want the attack to look genuine they will have to attack the ogres and make sure they catch any Dragonarmy supporters in the crossfire.

Stroak will move to defend Ettel and attack the ogre chieftains. Gildentongue will defend himself and try to escape using *dimensional step*, but he takes a round or more to ascertain the identities of the heroes.

Once the heroes have started, combat Sevil will drink a *potion of invisibility* and run down a side hall. He will not be present for the combat.

The heroes have 1d6+4 rounds until ogre reinforcements arrive.

Development: Sevil's motive for coming to the meeting was mostly motivated by greed. He wanted to confirm rumors that the ogres kept a great treasury with 20,000 steel in a tower of this keep so he has gone in search of the vault to see where it is located and to determine what kind of traps and guards may be in place. To this end he is using the heroes as a distraction so he can explore the keep. If he is not followed, the heroes will not see him again until they have returned to Flotsam. Sevil's investigation and return to Flotsam are outside the scope of this encounter.

Once the heroes have decided they have had enough and are sure their mission is complete they would be wise to make their escape back the way they came. In the other direction lies a city of ogres. This escape should be run as a chase with the heroes escaping down the cliffs and shorelines of Ogreshield followed by hundreds of blood-thirsty ogres. As they run along the cliffs you can give them a DC 15 Spot check to notice a ship sailing parallel along the shore with the heroes. The crew is watching the chase.

As the heroes reach the location of their ship they will discover that it has sunk 100 feet off shore. Two ogre guards are on the shore beating and kicking the old captain who they apparently dragged from the water. Just as the heroes are given a moment to take in the scene the ship that was moving along the coast slowly drifts past the sunken fishing boats. The crew is yelling for the heroes to swim to the ship and are lowering a long boat. Pieces of the sunken fishing boat are floating in the water and the heroes can use them to swim out to the ship. A few ogres will jump into the water, but most will stand on the shore and throw rocks or spears.

As the heroes approach the ship the crew of humans will help them aboard and sail away from the coast as quickly as possible.

RETURN TO FLOTSAM [EL 14]

This occurs just after the events of Ogreshield and the *Perechon* has rescued the heroes. Read or paraphrase the following:

As you land on the deck of the ship, a dark-skinned woman with curly hair and a wide smile filled with white teeth says, "Welcome aboard ya lubbers. Need a lift?" The sailors around her explode with laughter,

with the exception of her helmsman, who seems to concentrate on maneuvering the ship. He acts oblivious to the excitement on deck.

The Situation: Maquesta Kar-Thon, the captain of the *Perechon*, witnessed the escape from Ogreshield and directed her crew to assist in the rescue, believing that anyone who could cause that much trouble for ogres has got to be doing something right for the world. She was already headed to Flotsam and can drop the heroes off there. This would be a perfect opportunity for the heroes to negotiate passage north from Flotsam, but first they may have to explain why they are in Dragonarmy uniforms. She insists on 600 steel per person, but can be haggled down to half that price.

Development: Maquesta has no love for the Dragonarmies and has managed to steer clear of them for the most part by remaining at sea. However she is desperately in need of some supplies and Flotsam is the best port available

to her at the moment. She will be in port for four or five days to pick up supplies before heading north. Full details on Maquesta and her ship can be found in **Chapter 11: Faith**.

BLUE LADY'S RETURN [EL 14]

This scene occurs on day seven. Read or paraphrase the following:

The sky is gray and overcast threatening a storm, but the wind has died to a light breeze. Overhead is heard the distant flap of heavy wings approaching. Appearing from the cloudbank comes a dark dragon with rider heading south and towards Flotsam, the wind of its passing tossing cloak and hair. The Highlord has returned!

The Situation: No doubt the heroes will be concerned that once Highlord Kitiara uth Matar has returned she will learn of the events that transpired in Ogreshield, but Maquesta refuses to leave until she has all her supplies and have given her crew some shore leave. She will be ready to leave in three days.

UNINVITED GUEST [EL 14]

If Gildentongue managed to survive the encounter in Ogreshield he will begin searching the town for the heroes. This encounter takes place the day after Highlord Kitiara uth Matar has returned provided that Gildentongue is still around. Read or paraphrase the following:

Opening the door to the room at the inn you see a dark figure looking through your packs and possessions. It turns and looks at you and you recognize the golden-scaled draconian you have seen before.

The Situation: Gildentongue is currently in one of the heroes' rooms looking for any clue as to why they are in town. If the heroes have left the scroll they found from Highmaster Toede in their room then Gildentongue has recovered it.

Creatures: Gildentongue.

~ **Gildentongue:** hp 114, see page 239.

Tactics: Gildentongue is not looking for a fight. He just wants to know what the heroes are up to.



Development: When he is discovered the draconian will attempt to *dimensional step* out into the street. If the heroes are able to prevent him from using his *dimensional step* he will attempt to jump from the second story window in the room to escape into the streets below. If he is captured he will refuse to talk.

Raid on the Jetties [EL 14]

This occurs in the middle of the night of day eight. Read or paraphrase the following:

Your sleep is interrupted by the sound of broken glass, a shrill cry and wailing of an icy wind. Startling you out of your sleep you look around to spy a dead seagull lying on the floor of your room.

The Situation: A sudden gust of unexpected wind forced this seagull through the window of the heroes' room, breaking its neck. If the heroes visited the Oracle of Goodlund they may recognize this as the second sign the Oracle spoke of. Refer to **Reading of the Talis Cards** on page 75 for more information. This event gives the heroes 10 minutes to prepare for the Highmaster's raid on the Jetties.

Highmaster Toede has received information on the rebel's hideout in the cellar of the inn. He has waited for a night when Erewan has collected a number of rebels together for a meeting.

Creatures: Elite hobgoblins and Baaz draconians, a dozen each.

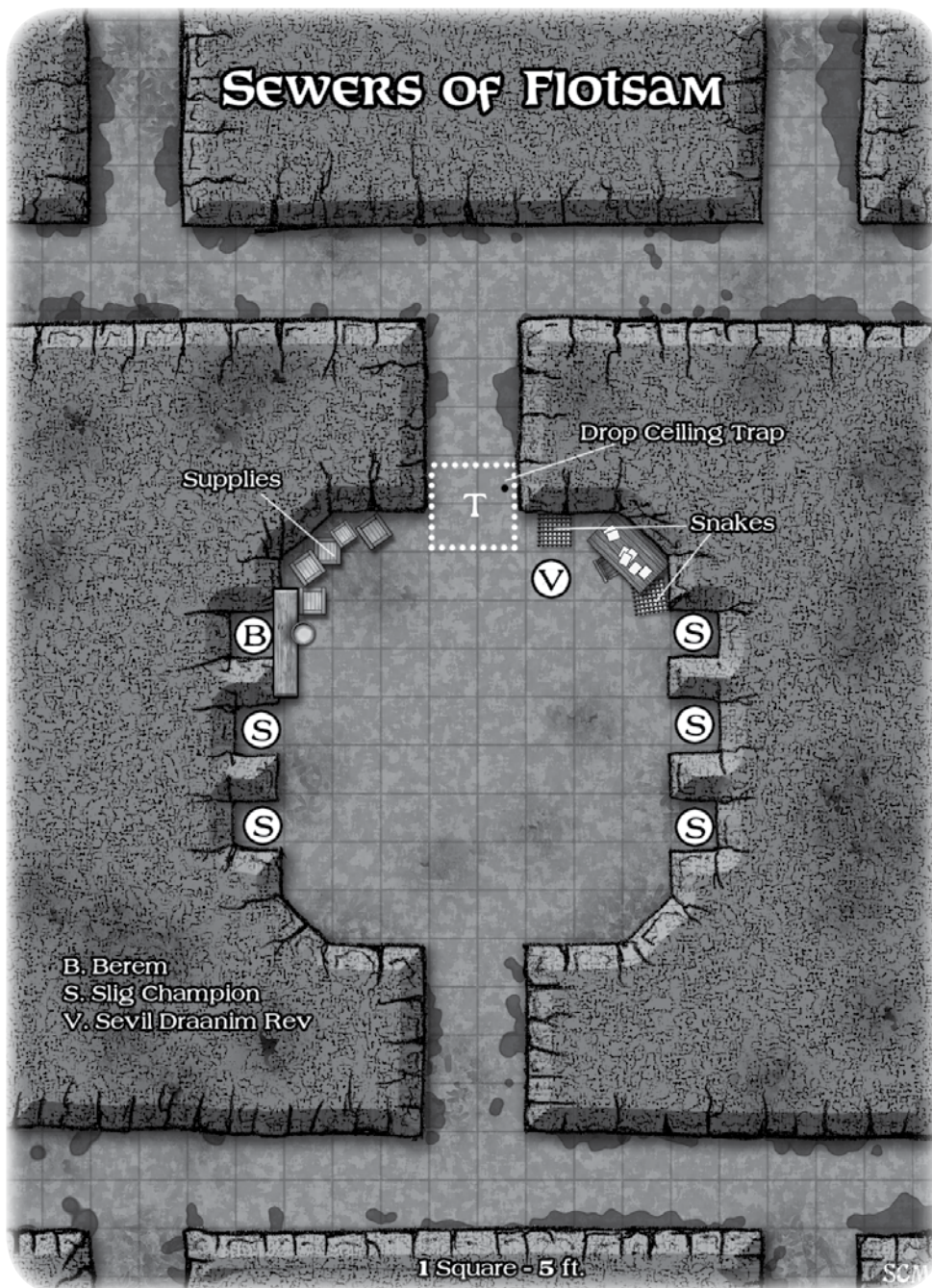
☞ **Elite baaz soldiers**
(12): hp 34, see page 248.

☞ **Hobgoblin guards**
(12): hp 39, see page 249.

Tactics: The hobgoblins will surround the building while the baaz draconians will enter through the front and back doors. Four draconians will go upstairs and start dragging people out of their beds while the rest head straight for the storage room with the trapdoor that leads to the cellar.

If the heroes have time to prepare they could try to warn Erewan and his rebels that someone is coming. If they investigate the streets outside the inn they will find that the soldiers are already approaching. The safest route out would be through a secret door in the cellar that leads into the sewers beneath Flotsam.

Development: Erewan and the rebels will make their way through the sewers toward the harbor. By this time it's a good bet that the heroes have probably secured passage north with the *Perechon*. So they will likely go to her for help to escape, but she won't leave without Berem who has gone missing. Continue to **Berem Kidnapped**.



Kitiara's Journal

This journal makes references to the Heroes of the Lance, but if your players are not playing Tanis and his companions, you should omit or adjust the sections where Kitiara is talking about them.

20th Phoenix '51—16 days I have waited and still no results. This is not a soldier's fare. I should be back with my troops crossing the Vingaard. Bakariss is a good man, but at times he forgets to think before acting. Let someone else sit out this secret duty!

Has Ariakas perhaps grown tired of me that he should convince the Dark Queen to post me here? Perhaps I have overestimated our alliance. This I must think on—how best to serve the Lady and myself?

This little beast who calls himself Lord Toede—how apt! How such a sniveler reached the ranks of Dragon Highmaster is beyond my understanding. That fool Verminaard let a group of barbarians defeat him and now his lackey claims his mantle. True, Toede commands our armies from Throt, and those grunts worship him. So rewarding him with an office to keep him under our thumbs may be worth it. But a Highmaster?! What next, one of the five Highlords?

This war worries me. These damned Knights, stirring up resistance among the peasants, trying to cling to their precious titles and lands. Can they not see we are trying to drag these idiots up out of the chaos that has claimed this land since the Cataclysm? I will create order and rebuild this world to the glory it once knew even if I have to split the skull of every Knight to do it.

But there are fools everywhere, even here. There seem to be dissidents in every dung heap, and this butchering elves sickens me. At least we finally have agents among them. The Queen's own Gildentongue is a prize. He can go anywhere and none suspect. We will bend them to our own ends whether they know it or not. Still something about that Aurak bothers me.

Then again, where would I be without the fools who first called themselves Dragon Highlords? Petty little men! What they needed was a leader and

someone to weed out the dross. It was a lucky day when I joined the dragon alliance at Lemish.

We could use more good soldiers like the old master! I wonder what my old comrades are up to? Tanis, now there was a man, and a good leader of men—what side has fortune led you to? What a team we would make, with you as my second.

My two brothers, where are you? Caramon no leader, but a good soldier, good at taking orders. Ah but for a hundred like him! Unless he is still mixed up with that no account son of a Knight, Sturm. A brave warrior, but a foolish man. No doubt which side of the fight he is on. I regret the day I must face him.

Rasitlin, the sly one. Have you reached your potential yet brother? What a string ally you would make. With you at my side I would never worry about a mage attack. My friends, what a grand adventure we could all have.

21st Phoenix '51—Finally Ariakas and the Queen have revealed my true goal! They speak of invincibility for our forces once I complete my task. And the Queen's scrying has predicted that the goal I seek will bring itself to this pest ridden town and will be ripe for the plucking.

So I receive a respite from this dread waiting. Since we know the day of its arrival. I am called back to command my forces in the taking of the High Clerist Tower and the crushing of these disorganized Knights of Solamnia. This will be glorious indeed! Oh, that Tanis was with me to share my victory.

Still, this must be very important that a Highlord has been tapped to oversee its success. Again my star shines. If it is this important, there must be more to it than I am being told. If it is our strength, might it not also be a weakness in the right hands? I must think on all this and Ariakas's future. To think that all rides on a man with a green gemstone...

BEREM KIDNAPPED [EL 14]

This scene occurs after the raid on the Jetties when the heroes try to secure passage aboard the *Perechon*. Berem the helmsman of the *Perechon* is missing. **The Situation:** Berem is missing and Maquesta is refusing to leave Flotsam unless her helmsman is found. Sevil Draanim Rev abducted him and now the heroes must find him before they can leave Flotsam with the *Perechon*.

Maquesta has been able to gather some information. They discovered a message from "S.D.R" to Berem was found in his cabin asking for a meeting on the wharf. No one remembers seeing Berem there, but someone saw Sevil meet a sailor and

head toward an alley near a tavern. She checked the alley and didn't find anything. Neither Sevil nor Berem have been seen leaving town. Maquesta can verify that Berem has a strange green gem attached to his chest, if convinced the matter is serious.

If the alleyway is searched a DC 15 Search check will reveal that two men entered the alley, but didn't leave it. The heroes will discover that there is an entrance into the sewers from the alleyway. The heroes can use Search checks or Survival checks (with the Track feat) to follow the passage of the two men. There is a small trail of torn cloth, tracked



slime and scraped sludge that can be followed. The path leads through streams of sludge, across a pool of filth and up into a series of tunnels that are dryer and don't see much use.

The final chamber is 10 feet high. There is a passage out on the opposite side and a rusty chain hangs from the ceiling there. There are several small alcoves and one has an old table propped up with some stone to block it. There are other tables, wooden chairs and several cots. Two large covered baskets and stores of fresh water and rations.

Berem is within the blocked alcove. Sevil is waiting for the heroes and tells them to go back and leave him his prize. He has five barbarian sligs hiding in the other alcoves and two giant snakes in the basket.

Creatures: Sevil Draanim Rev, six barbarian sligs.

☞ **Sevil Draanim Rev:** hp 118, see page 243.

☞ **Barbarian Sligs (6):** hp 38, see page 245.

☞ **Advanced Giant Constrictor (2):** hp 216, see page 245.

Tactics: If the heroes refuse to leave Sevil will order his sligs to attack. Sevil will use spells while the sligs charge forward into melee with the party. If things look grim Sevil will retreat to the opposite passage and pull the chain hanging from the ceiling collapsing a 10-foot section of the room blocking the far exit with stones and raw sewage and allowing Sevil to make his escape.

☞ **Dropping Ceiling:** CR 9; mechanical; location trigger; repair reset; ceiling caves in (12d6, crush); multiple targets (all targets in a 10x10 foot area); never miss; Search DC 20; Disable Device 16.

Development: Sevil will tell the heroes that they should leave now before the Blue Dragonarmy arrives. He has already sent a message to the Blue Dragon Highlord telling her that he has something she has been looking for.

Treasure: In addition to anything Sevil and the sligs have on them, there is also a journal on a nearby table that appears to have been stolen from the Blue Dragon Highlord. See the **Kitiara's Journal** sidebar on page 91.

LEAVING FLOTSAM

By the time that the heroes return Berem to the *Perechon* a severe winter storm has formed above the town preventing any of the ships from leaving the docks. The Dragonarmy has been alerted to the fact that there are rebel fugitives from the jetties on the run, and news has spread that in the morning all the ships in the harbor will be searched. Maquesta has every intention of leaving the harbor before that can happen, but she can't risk her losing her ship to the storm. For the moment, everything in Flotsam has been frozen in place.

EPILOGUE

The news of Berem being wanted by the Blue Dragon Highlord unnerves Maquesta and she asks the heroes to keep that information from the rest of the crew. She agrees that she would "rather be out on the open sea then trapped like a rat on the shore." Before dawn's first light Maquesta and her first mate Bas Ohn-Koraf, the minotaur, are heard above deck barking orders for her crew to make preparations. When the first rays of light breach the horizon Maquesta gives the word and the *Perechon* sets sail.

WHAT NEXT?

The heroes are headed for the open waters of the Blood Sea. If the heroes found Lord Toede's message they speculate on information contained within. The references to Istar and "the spring" from Toede's message may interest any scholars within the group considering they are headed into that fabled realm. From here the story continues in **Chapter 11: Faith**.

CHAPTER ELEVEN: FAITH

The vallenwoods we know are dead now, Tanis,” he continued in a hushed voice. “We could have shown the child only burned stumps. But now the child will see the vallenwoods as the gods meant them to be, in a land where the trees live forever. Do not grieve, my friend, my brother. You helped bring knowledge of the gods back to the people. You must have faith in those gods.”

Gently Tanis pushed Riverwind away. He could not meet the Plainsman’s eyes. Looking into his own soul, Tanis saw it twist and writhe like the tortured trees of Silvanesti. Faith? He had no faith. What were the gods to him? He had made the decisions. He had thrown away everything he ever had of value in his life – his elven homeland, Laurana’s love. He had come close to throwing away friendship, too. Only Riverwind’s strong loyalty – a loyalty that was badly misplaced – kept the Plainsman from denouncing him.

Suicide is forbidden to the elves. They consider it blasphemy, the gift of life being the most precious of all gifts. But Tanis stared into the blood-red sea with anticipation and longing.

Let death come swiftly, he prayed. Let these blood-stained waters close over my head. Let me hide in their depths. And if there are gods, if you are listening to me, I ask only one thing: keep the knowledge of my shame from Laurana. I have brought pain to too many...

Dragons of Spring Dawning

By Margaret Weis and Tracy Hickman

SYNOPSIS

As this chapter opens, the heroes board the *Perechon* in Flotsam and make a mad dash out of the harbor, fleeing the port city and escaping pursuit by the Dragonarmy. They travel north into the legendary Blood Sea of Istar where they encounter pirates and sea monsters. After a week at sea fate sweeps them into the deadly Maelstrom where their ship is lost and they find themselves trapped in the fabled sunken city of Istar! Once there, they are recruited by the sea elves to aid them against an invasion by the Dragonarmy and a monster known as the King of the Deep. Once the invasion has ended, the heroes go topside only to be “rescued” by a vicious pirate that has imprisoned Maquesta and some of her crewmen that escaped the Maelstrom. The heroes are taken to Karthay where they may assist Maquesta in a pirate’s Trial by Combat against Mandracore the Reaver and his crew. Stranded on Karthay, the heroes discover that Berem has been spotted on the island and with the assistance of a mysterious lady and her wizard companion they follow his trail. The chapter ends in a cliff-top battle where the heroes struggle to save Berem from the Blue Dragon Highlord.

THEMES

Faith is the central theme of this chapter. The heroes travel to the ruins of Istar, home of the historic Kingpriest that brought down the cataclysm on the world. The people of Ansalon lost faith in the true gods and instead placed their faith in one mortal man. This hubris angered the gods causing them to

punish the world and fall silent. It was lack of faith that turned man away from the gods and in time eventually led to the war that is now sweeping across the continent. Perhaps it is faith in the true gods and their plans for the heroes that will bring the war to an end.

ADVENTURE START

At the beginning of this chapter, the heroes spend the night on board the *Perechon* docked in the harbor of Flotsam. The captain, Maquesta Kar-Thon has already made preparations for the heroes to leave the harbor at first light. Presented below is detailed information on the *Perechon* and her crew. Once you have familiarized yourself with the various crewmembers and the vessel, refer to the scene **Flight from Flotsam** in the **Things that Happen on the Perechon** section on page 96.

THE PERECHON

The *Perechon* may not be the prettiest ship on the Blood Sea, with its patched sails and peeling paint, but it’s graceful bow and sleek lines somehow make up for it. It is however, one of the fastest ships on the waters. The vessel is a two-masted pentare, similar to a schooner or caravel. It is a warship that boasts sails for swift movement and oar ports that are controlled by an ancient gnomish engine that Lendle Chafka, the ship’s gnomish engineer, monitors. At top speed the ship can reach 3.5 miles an hour provided that the winds are strong and in the ships favor. It has a keel length of nearly 120 feet and has one ballista mounted on the bow and two astern. However, the ship itself is used mainly for hauling cargo, and as the occasional passenger vessel for those wishing to get somewhere quickly and discreetly.

The *Perechon*’s railing is composed of fine mahogany, the posts carved to look like ornate columns, miniature versions of what might be found supporting a temple roof. The bowsprit, the spar extending from the bow of the ship, is made of hardened walnut. The main deck is stained oak that is forever being polished and swabbed, and the poop deck at the rear of the ship is made of white oak imported from an elven glade.

FEATURES OF THE PERECHON

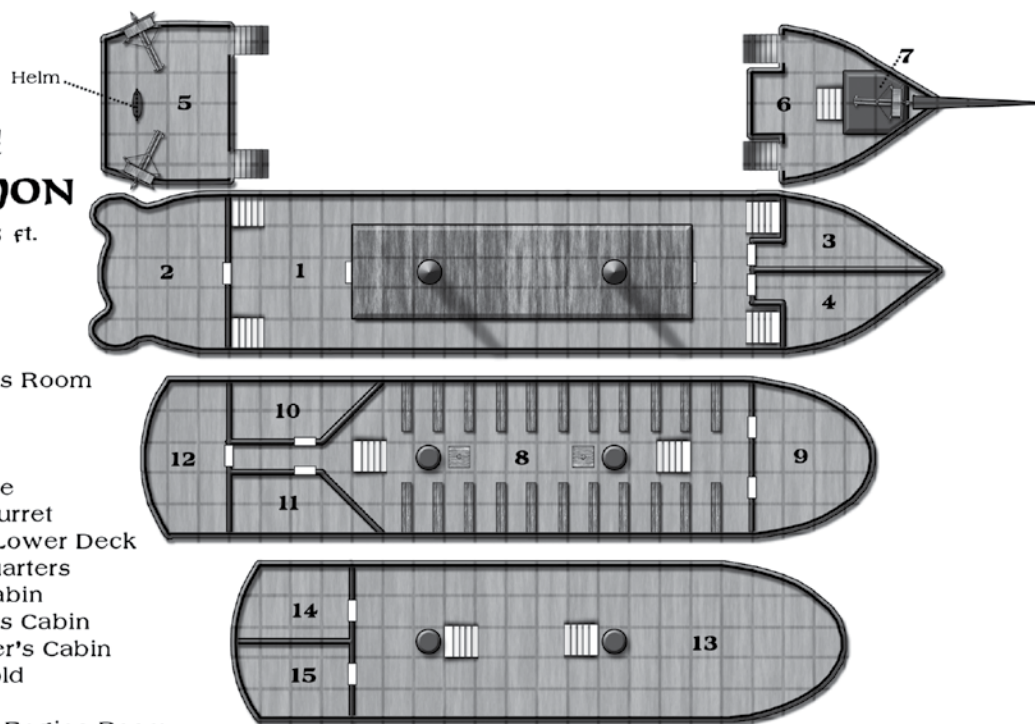
The *Perechon* is 120 feet long and 20 feet wide. Its top speed is 3.5 miles an hour when the ship is not full of cargo and is experiencing a moderate wind. At the moment the *Perechon*’s cargo hull is half full slowing the ship to a top speed of 2.5 miles an hour, a speed that is still at least comparable to any Dragonarmy warship. It was built for speed and to handle long ocean voyages.

The *Perechon* has 24 ship sections, each with 80 hit points and a hardness of 5. If three sections are destroyed, the ship is breached and will begin filling with water; movement is halved. If six sections are destroyed, the ship sinks. The ship’s rigging has 3 sections, each with 80 hit points and hardness 0. Destroying one rigging section slows the ship to half speed. Two or more sections of rigging lost will prevent the *Perechon*

The Perechon

1 square = 5 ft.

1. Main Deck
2. Maquesta's Room
3. Galley
4. Armory
5. Aft Castle
6. Bow Castle
7. Combat Turret
8. Oar Bay, Lower Deck
9. Crew's Quarters
10. Mate's Cabin
11. Engineer's Cabin
12. Passenger's Cabin
13. Cargo Hold
14. The Brig
15. Gnomish Engine Room



SCM

from going anywhere until repaired. Ship sections may be repaired by the crew and Lendle's gnomish genius at a rate of one section (ship or rigging) per day, provided the ship has access to resources such as lumber and nails. If the ship is out at sea, repair times are doubled as Lendle makes do with what he has.

PEOPLE TO MEET ON THE PERECHON

The following short biographies detail Captain of the *Perechon* and her crew.

MAQUESTA KAR-THON, CAPTAIN

N female half-elf mariner 11

Maquesta Kar-Thon, known simply as "Maq" to her friends, is the captain of the *Perechon*. She was raised on the ship by her father who was an Ergothian captain. She never knew her mother, but she did know her mother was elven and her father loved her very much. Growing up as a woman on the sea was hard enough, but being a half-elf only made things harder. So Maquesta had the points of her ears trimmed off to disguise her heritage. Maquesta inherited the *Perechon* at the age of eighteen when her father was poisoned by a minotaur lord. She is renowned in the Blood Sea region as a woman with a fiery temper, but a good heart. She has had a number of bad dealings with the pirate lord Mandracore the Reaver. His ship, the *Butcher*, is one of the few on the Blood Sea that can out perform her own ship and his crew is renowned for their bloodthirsty nature. If she ever sees the black flags of the *Butcher* on the horizon she will always choose to flee rather than fight. *Starting Attitude*: Indifferent.

BAS OHH-KORAF, FIRST MATE

N male minotaur mariner 2/fighter 4/ minotaur marauder 5

Kof, as Maquesta calls him, is a renegade minotaur and first mate of the *Perechon*. He has a great respect for Maquesta as a warrior and a leader. To most people her seems rough and belligerent, but is actually much more refined and gentle than most minotaurs. Of course this changes if Maquesta is shown any disrespect or is attacked. Then he can quickly revert to the bestial savagery of his kind. He has a quick temper and has been known to throw men overboard before to teach them a lesson. He respects anyone that can beat him in combat and distrusts strangers and magic.

Kof stands over six feet tall and well muscled. He has short brown fur, a ridge of short hairs on the back of his neck, 18-inch long curved horns, and wears rings through his nose and his right ear. *Starting Attitude*: Indifferent.

FRITZEN DORGAARD, BODYGUARD AND CAPTAIN OF MARINES

CN male half-ogre fighter 2/rogue 2/mariner 4

Fritzen has not been with the *Perechon* long, but he has proven himself in battle over and over again. His strength and commanding nature have been useful in rallying the crew in battle. Maquesta needed someone that could teach her crew how to fight dirty and to take advantage of the surrounding terrain. Fritzen enjoys the work and can often be found on deck instructing the off duty crewmen on various drills and tactics. As well as acting as the marine captain for the *Perechon*, Fritz accompanies Maq when the ship is in dock, serving as her bodyguard and muscle.

Fritzen is well over six feet in height and his ogre ancestry is evident in his muscled upper body, powerful arms, and heavy lower jaw. Despite his looks, Fritz is a flamboyant and jovial lover of adventures and legendary tales. His only real weakness is a fear of fire; when he was still a child, his ogre father's family set his mother's village on fire. *Starting Attitude*: Friendly.

LENDLE CHAFKA, ENGINEER

NG male tinker gnome master 5/gnomish tinker 4

Lendle has been a close friend of the Kar-Thon family for many years. He was good friends with Maquesta's father before the old salt's death. Lendle left his home on Karthay decades ago when Maquesta's father shipwrecked the *Perechon* on Karthay. The two became fast friends and Lendle installed an ancient gnomish machine in the *Perechon* that could be used to man all the oars of the ship. For reasons known only to Maquesta's father, Lendle decided to take to the sea and leave his tower behind. Lendle serves in many positions on the crew and is in charge of operating and maintaining the gnomish machine below decks. The gnome is very loyal to Maquesta.

Lendle looks like any other gnome—white haired, blue-eyed, and big-nosed. He has a fondness for drink and will become talkative when drunk, speaking in long unbroken sentences. Yet he will never mention why he left his home. *Starting Attitude*: Friendly.

BEREM, HELMSMAN

N male human barbarian 3/ranger 2

Berem joined the crew of the *Perechon* a few months back looking for work. He was taken on as a deckswab until the *Perechon*'s helmsman was killed in an altercation with the pirate lord Mandracore. Berem took the wheel of the ship and proved to be naturally gifted at helming the ship. He's the best helmsman the *Perechon* has ever had, according to Maq.

Most of the crew believes that Berem is a mute. He never speaks, and he rarely goes to shore. He has wrinkled weathered skin, but is muscled and athletic. He will go out of his way to avoid passengers traveling aboard ship. Embedded in his chest is a dull green fist-sized gem that can sometimes be noticed as he mans the helm and is lost in thought. The gem makes Berem immortal and will glow a bright green when healing Berem. To find out more about Berem you can skip ahead to the sidebar on **Berem's Tale** in **Chapter 12: Truth**.

Berem is a hunted man and only seeks to remain free and unnoticed. He is both fearful of and fascinated by the Dragon Highlords. He is aware of his inability to die, but will not reveal this to others. He faces his trials with the sullen of a martyr. The threat of capture by the Dragon Highlord sends him into a frenzy. *Starting Attitude*: Indifferent.

OTHER CREW MEMBERS

N male nomadic human mariner 4

The rest of the *Perechon*'s crew is comprised of your typical gallery of scoundrels and scallywags. They are a superstitious lot. They see omens in the formations of clouds and the dance of birds. Magic unnerves them and they are wary of outsiders. Passengers are fairly well treated, but beautiful women may get the occasional offhand comment or leering stares. All but

one is fiercely devoted to Maquesta and will follow her every command. The only aberrant crewman is a bigoted marine named Spivey, who is uncomfortable serving under a female captain and especially hates her non-human officers Fritzen and Bas Ohn-Koraf. You should introduce this disgruntled sailor early on; his moment in the spotlight comes when the ship is attacked by Captain Maccaby's ship the *Bloodhawk* later. *Starting Attitude*: Indifferent.

KEY TO THE *Perechon*

Important Rules: Balance, Climb, Spot (See **Chapter 3: Skills** in the *Player's Handbook*); Transport, Sailing Ship (see **Chapter 7: Equipment** in the *Player's Handbook*).

Refer to the map of the *Perechon* for the following entries as the heroes travel the Blood Sea.

PC 1: MAIN DECK

The main deck is about 15 feet above the waterline and where most daily activity takes place. There is one longboat on the deck.

PC 2: MAQUESTA'S CABIN

Despite being the largest cabin on the ship, the captain's cabin is fairly austere. Maquesta and her first mate have the only keys to this cabin. The captain sleeps in a hammock by the door. Charts, maps, cargo manifests, and pay records are stored in a cabinet divided into a hive of compartments. Two locked treasure chests hold the *Perechon*'s money, 2,000 stl in gems plus any payment received by the heroes.

PC 3: GALLEY

The ships galley has a small stove and shelving for all kinds of food stuff. Lendle can often be found here during the day at meal times fixing up meals for the crew. Barrels of freshwater are also stored here.

PC 4: ARMORY

The armory next to the galley stores the ships weapons—swords, short bows, ballista bolts and oil, leather armor, and the ships supply of rum and brandy. Plus the anchor chain for the forecastle is threaded down into this room through a hole in the ceiling.

PC 5. AFTCASTLE

This is the raised, open deck atop the stern. It is here that the helmsman and his aids handle the mighty sweep of the ship. There are two ballistae mounted here (see **Seige Engines** in **Chapter 3: Adventures** in the *Dungeon Master's Guide* for statistics) that may be fitted with flaming bolts. They are normally hidden by tarps when not in use.

PC 6: FORECASTLE

This is a raised deck located at the bow of the ship. In the starboard side is the hawsepipe and tackle for the ship's anchor. There is also a spare anchor here. At the center of the forecastle is the combat turret.

PC 7: COMBAT TURRET

Mounted on a raised platform with walls for protection from enemy missile fire is a ballista hidden under a tarp. During a ship-to-ship battle, Fritzen Dorgaard usually operates this ballista.

PC 8: OAR BAY, LOWER DECK

The lower deck contains 20 oar benches and the covered oar hatches. The oars are stored in rafters overhead. Odd metal poles with sleeves for the oars extend up through the decking from the hold. There are two trap doors that lead to the hold. This area also serves as the crew's mess deck. Crewmember take their meals sitting on the benches and playing various card and dice games.

PC 9: CREWS QUARTERS

This room contains 10 hammocks and rows of duffel bags hang from hooks on the walls. The crew of the *Perechon* sleeps in three shifts throughout the day and night. Although in good weather, during the night, many of the men will sleep out on deck. The crew's belongings are located in the various duffel bags hung around the room. As captain of the marines, Fritzen Dorgaard sleeps in here with the rest of the crew.

PC 10: MATE'S CABIN

This is the cabin of the first mate, Bas Ohn-Koraf. One half of the room is strewn with a pile of straw that Bas prefers to sleep on rather than a hammock, which usually doesn't support his weight. The other half contains a chest with Kof's possessions. Kof keeps the only key to this chest. It requires a DC 20 Open Locks to pick the lock, although its contents are almost entirely sentimental and have little value. 380 steel pieces and a pair of sapphires (750 stl each) are kept in a sack beneath his personal items.

PC 11: ENGINEER'S CABIN

Lendle is many things to the crew: cook, physician and ship's engineer. A dear friend of Maq and beloved by the crew the gnome is one of the most valued members of the crew. His cabin is strewn with diagrams and drawings, pens and inkwells, along with small gizmo's that spin and whirl.

PC 12: PASSENGER'S CABIN

This cabin is usually used as cargo space if there are no passengers or it is inhabited by Fritz. There are a total of six hammocks, and two tables with four benches. There is a built-in chest with a latch beneath a window in the rear of the cabin for stowing luggage and any items that may be tossed around on high seas.

PC 13: CARGO HOLD

This area has cargo stacked to either side of the center beam and tied down beneath tarps. There is also more freshwater barrels and provisions here. An added array of metal bars and gears deck the ceiling and make the visitor stoop to avoid them. These bars and gears run from **PC 15: Gnomish Engine Room**. When the engine is enabled the bars move up and into the oar bay grabbing oars and putting them to work.

PC 14: BRIG

Most of the time this room is used for storing live cargo, such as wild animals, spoiled straw and hay coat the floor. This dank cell can be bolted from the outside.

Metal Door: 10 hardness, 60 hit points, Break DC 28.

PC 15: GNOMISH ENGINE ROOM

This room is stacked with wood and a large metal furnace. The engine requires fuel when it is used and it will burn a cord of wood in three turns. When the oars are needed Lendle can be found in this room monitoring the engine and making adjustments to various levers and knobs. A metal tube runs from this room, through **PC 11: Engineer's Cabin** up to **PC 5: Aftcastle** that allows crewmen on in the aft to yell instructions down to Lendle in the Engine Room.

THINGS THAT HAPPEN ON THE PERECHON

Although there are many things that will happen onboard the *Perechon* there is one scene that will send the heroes off into the Blood Sea and beyond and that is their daring escape from Flotsam Harbor. Run the following scene when you are ready to begin this chapter of the adventure and then proceed to the **Blood Sea of Istar** on page 97.

FLIGHT FROM FLOTSAM (EL VARIES)

Read or paraphrase this introduction to the adventure for new players:

Mere moments after you have left port for the turbulent waters of the Blood Sea, the alarm is sounded and the wharf area is filled with sailors, marines, and officers bellowing orders. Sails are raised and stations manned as a small fleet of war galleys leave the harbor in pursuit of the *Perechon*.

A small fleet of five war galleys pursue the *Perechon*, the first ship leaving harbor 10 minutes after Maquesta's ship. In an effort to lose the pursuers, Maquesta decides to risk the fog that has formed along the coast and she orders her sailors to row hard forgoing the use of Lendle's gnomish rowing machine because it would make too much noise.

This game of cat and mouse requires some skill checks by Maquesta and the heroes. For every 10 minutes that pass in the fog bank, roll a Profession (sailor) check (DC 30). The heroes can use Aid Another to assist Maquesta by succeeding at a DC 10 Listen check. For each hero that helps add a +2 circumstance bonus to Maq's roll as the heroes listen out for the sounds of closing ships.

5 or more above DC: Success! Maquesta and her crew have successfully evaded the pursuing Dragonarmy ships. The fog clears and the *Perechon* is free of its pursuers.

1-4 above DC: The sounds of wood groaning and tearing against a reef can be heard through the thick fog, followed by cries to abandon ship. One of the Dragonarmy ships has run aground and has effectively been neutralized. For each Dragonarmy ship neutralized this way, Maquesta gets a +1 bonus to her skill checks. If all five ships are destroyed, the *Perechon* automatically escapes.

Same as DC: A voice can be heard through the fog, hailing the *Perechon*. “Ho, on the starboard. State your name!” There is a 50% chance that another Dragonarmy ship answers the call, in which case the pursuer veers off. Otherwise a wrong answer by the *Perechon* results in a boarding party (see below).

1-4 below DC: The *Perechon* comes dangerously close to a treacherous reef. Any character that is at the bow may make a Spot check (DC20) to spot the reef before it is too late and warn the helmsman. If the skill check fails, a hull section of the *Perechon* is destroyed. If 3 hull sections are destroyed in this fashion, the *Perechon* starts to sink. If the ship is grappled by one of the pursuers, both ships either hit the reef or miss it.

5 or more below DC: The *Perechon* is grappled by a Dragonarmy vessel and a boarding party boards the ship. In all, 20 marines and two sergeants board the *Perechon*. As long as Maquesta’s ship is grappled, it moves at half speed. You should keep rolling the dice even if a boarding party has boarded the ship, emphasizing the gravity of the situation. It is quite possible for more than one boarding party to board the ship.

Creatures: Each war galley hold a contingent of 20 marines and their two sergeants.

∞ **Dragonarmy marines (20):** hp 36 each, see page 264

∞ **Dragonarmy sergeant:** hp 72, see page 247

Tactics: The marines fight to subdue, using the flat of their blades to deal nonlethal damage. However, if the battle goes against the marines, the sergeants order them to use lethal force.

Development: Not only does this scene add an interesting twist to the flight from Flotsam, it also serves to strike a blow against the Dragonarmies. The potential loss of five galleys will not matter much in the grander scheme of things but it is a signal to the Dragonarmies that they are not as invincible as they may think. In addition, escaping the war galleys of the Dragonarmies boosts the confidence of the crew aboard the *Perechon*.

THE BLOOD SEA OF İSTAR

Created in the aftermath of the Cataclysm, all of the Blood Sea used to be dry land. Land dominated by the ancient empire of Istar. It was from the capital city of Istar that the infamous Kingpriest of Istar sought to command the gods, bringing down their wrath upon the world. Istar was struck with a fiery mountain and the lands crumbled and sank beneath the waves of the seas. At the center of the destruction, a permanent gate to the Abyss was formed generating an endless Maelstrom and perpetual storm. The waters of the sea turned red. Legends claim that the color comes from the blood of all those who died in Istar when the fiery mountain struck the Kingpriests temple, but the sailors who live upon those waters know that the water gets its color from the rich farming soils stirred up from the bottom.

TRAVELING THROUGH THE BLOOD SEA OF İSTAR

Important Rules: Aquatic Terrain and Weather, (see **Chapter 3: Adventures** in the *Dungeon Master’s Guide*); Swim skill (see **Chapter 4: Skills** in the *Player’s Handbook*);

Maq will initially head north and east into the Blood Sea of Istar. Between the weather and the currents the ship will be at sea for approximately a week before they start to draw near the Maelstrom. Although Maq has the added muscle of the heroes on board her initial reaction to danger is to outrun it. She prefers in flight, not fight, which has kept her crew alive in many occasions. She would always prefer to rely on her ship to take her away from a dangerous situation rather than face it head on, yet she is not afraid to fight when the situation demands it. Maquesta has every confidence in the abilities of her crew and her helmsmen to deliver them safely to their next port.

WEATHER

The Blood Sea can be a dangerous place to travel. During the winter months the seas are prone to sudden storms, waterspouts, choppy seas, and dense fogs. The warm waters of the Northern Courrain Ocean combine with the cold waters of the south to create isolated incidents of inclement weather, usually during the afternoons. Good sailors can usually predict with weather before it occurs and make preparations ahead of time.

FLORA AND FAUNA

The southern portions of the Blood Sea are often choked with gray kelp, bloodwrack, and other types of seaweed drawn down from the Northern Courrain Ocean and trapped along the shallow waters of the continent. While the seaweed does not impede larger ships movement, it does make it difficult to see below the water’s surface. Large clusters have also been known to cause obstructions for smaller vessels.

The aquatic denizens of the Blood Sea are understandably wary of the Maelstrom as that region is often frequented by unnatural creatures. Ironically this also makes it a perfect location for avoiding larger sea monsters. The swift currents force many of the smaller fish away from the region of the Maelstrom making that region largely abandoned by most animals. However, the rest of the Blood Sea is abundant in all forms of sea life, fish, marine mammals and birds.

RANDOM ENCOUNTERS ON THE BLOOD SEA OF İSTAR

The Blood Sea of Istar has always been a very dangerous ocean to sail and the darkness covering Ansalon has only added to that danger. The *Perechon* sails the Blood Sea for about a week before it is sucked into the Maelstrom. Check for a random encounter twice a day (once during daylight hours and once during the night); the chance for an encounter is 35%. Some of the encounters only happen during the night so rolling them during the day results in no encounters.

Blood Sea Isles

400 miles west
to Kalamán



d%	Encounter	Average EL
01-15	Monstrous shark	14
16-26	Ship of the damned *	16
27-42	Aquatic dragon	12
43-58	Soldiers of water	13
59-75	Sea dragon tylor wing *	12
76-90	Kraken	12
91-00	Blood Sea chimera	14

Encounters marked with an asterisk (*) can only be played during the night. If rolled during the day, treat as no encounter.

MONSTROUS SHARK (EL 14)

An enormous shark, hungry and desperate enough to attack the ship, attacks the *Perechon*.

The Situation: This massive shark has lived in the Blood Sea for centuries, feeding off the many creatures of the sea. Unfortunately, recent changes in the local ecosystem have forced the shark to desperate measures. Blinded by hunger it attacks the *Perechon*.

Creatures: An advanced dire shark calls these waters home.

☞ **Advanced dire shark:** hp 340, see page 261.

Tactics: The shark attacks the ship by ramming against it, hoping to create a hole big enough to sink it. Each charge deals 10 points of damage to the hull of the *Perechon* (after hardness has been deducted) and as soon as three sections of the hull have been destroyed, the *Perechon* starts sinking. If anyone falls overboard as a result of the shark's attacks, the shark abandons its ramming tactics and attacks the unfortunate person directly, attempting to swallow him whole. If reduced to less than half its maximum hit points, the shark flees.

SHIP OF THE DAMNED (EL 16)

A ship drifts along the ocean's currents, its sails torn and its hull severely damaged.

The Situation: The *Silver Dragon*, a merchant ship out of Kalamán, was recently boarded by a contingent of Dragonarmy marines from the *Darkbrood*, a ship belonging to the Black Dragonarmy's fleet, and commanded to sail to Flotsam for inspection. Unfortunately, the ship never made it to the occupied town. The *Silver Dragon* and the *Darkbrood* were engulfed by a strange red mist and when the mist cleared, the crews of both ships were dead and both ships damaged beyond repair. Oddly enough, only the *Darkbrood* sank and the *Silver Dragon* now drifts along the currents of the Blood Sea.

Not long after the sun has set, a sailor notifies Maquesta that a ship approaches. It quickly becomes clear that the ship is unmanned and left to drift. However, as the ship comes closer, shapes can be seen on the deck, unmoving. Despite protests from her crew Maquesta orders her sailors to board the ghost ship, worried that someone might need help. The heroes are asked to lend a hand as their skills may be needed.

The sailors boarding the *Silver Dragon* quickly discover that she is a merchant ship out of Kalamán. However, the bodies on the deck wear Dragonarmy uniforms. They also inform the heroes that the cargo hold is filled with dead bodies. Should the heroes choose to investigate, one of the Dragonarmy soldiers suddenly grabs one of the heroes and in a fevered voice pleads with them to take him and his comrades to their own ship.

If the heroes take the Dragonarmy soldiers to the *Perechon* or if they use healing magic, the soldiers rant about a red mist and demonic beasts. They gladly gulp down any food given to them and answer any questions to the best of their ability, leaving out the fact that they are in fact undead monsters. Once they have gained the trust of the heroes or Maquesta and given the crew a false sense of security, they attack.

If the heroes ignore the soldier's pleas or if they attempt to use healing magic on the soldiers, they attack immediately.

Creatures: The soldier feverishly grabbing one of the heroes is the commanding officer of the mariners who boarded the *Silver Dragon*. Accompanying the lieutenant is a cleric of Takhisis who was with the mariners as part of a mission. The six remaining vampires are mariners. The red mist slaughtered the crews of both ships and transformed the lieutenant, his men, and the cleric into savage predators.

☞ **Savage vampire cleric of Takhisis:** hp 96, see page 268

☞ **Savage vampire Dragonarmy lieutenant:** hp 80, see page 269

☞ **Savage vampire Dragonarmy marines (6):** hp 48 each, see page 269

Tactics: The maddening bloodlust that drives the vampires forces them to forego any form of tactics and they go straight for the heroes' throats in an effort to drain their blood. Even the cleric neglects her most powerful weapon—her spells.

Development: While it is outside the scope of this adventure, figuring out what the deal is with the red mist and just what happened to the crews of the *Silver Dragon* and the *Darkbrood* might make for an interesting follow-up to this adventure.

AQUATIC DRAGON (EL 12)

The heroes stumble upon a wounded dragon lying in the water.

The Situation: Like most of his kind, the aquatic dragon Blephix is a reclusive creature, keeping to the depths of the oceans away from lesser races. However, recently conditions in the depths of the Blood Sea have taken a turn for the worse as evil hordes gather in the ruins of Istar. Finding the whole situation bothersome, Blephix left his lair and traveled south in the hopes of finding a place where he could be left alone. Unfortunately, sea dragons and their kuo-toa riders spotted the aquatic dragon and have now chased him for days, using hit-and-run tactics to slow him down enough for them to deliver the killing blow.

Blephix is dying. When the heroes discover him floating in the water, he is bleeding from several deep wounds and is at -5 hit points. If the heroes use curative magic to heal Blephix's wounds and bring him above 0 hit points, the dragon is very grateful and he is willing to tell the heroes what he knows of the waters and the dangers that lurk within. He informs the heroes about a monstrous shark, his attackers, and a strange

multi-headed sea monster. This information will give the heroes a chance to prepare for future encounters while sailing the Blood Sea.

Creatures: Blephix the aquatic dragon.

☞ **Blephix:** hp 150, see page 253.

Tactics: Should the heroes opt to attack Blephix after they have healed his wounds, he uses his breath weapon once before diving beneath the waves.

Development: As mentioned above, Blephix is more than happy to give the heroes information about the creatures he has encountered during his escape from the sea dragons. Furthermore, Blephix might prove to be a valuable ally in future encounters on and in the Blood Sea; although he claims to want to move on, he follows the heroes from a distance and may interfere if they seem to need his help.

SOLDIERS OF WATER (EL 13)

The Situation: The heroes encounter a trio of water elemental minions riding great horses made out of seawater and foam, summoned by powerful locathah clerics to deal with any surface craft, Dragonarmy, pirate or simple trader, that enters into their territory.

Creatures: Three watery dire horses with a water elemental minion rider; rider and horse alike wear full plate armor or barding. The water elemental minions wield watery lances that glisten with frost.

☞ **Water Elemental Fighters (3):** hp 93, see page 272

☞ **Water Elemental Heavy War Horses (3):** hp 142, see page 272

Tactics: The water minions will “ride” the water dire horses just below the surface of the sea, coming at the heroes ship using a charge action, seeking to damage the ship with their Improved Sunder ability. They will only surface just as they are about to strike the ship (within the last 30 feet). You should allow the heroes the chance to Spot the submerged minions (Spot check DC 25). If successful, the minions will “ride” away, out to a range of 100 feet and position themselves to repeat the charge until the ship is so badly damaged that it starts to take on water and sinks or they are defeated.

KRAKEN (EL 12)

The Situation: The heroes encounter a kraken, the legendary monster of the deep. The kraken has been forced to feed nearer and nearer the surface due to the amount of evil dragons and other aquatic predators that have swelled within the Blood Sea.

Creature: The squid-like kraken.

☞ **Kraken:** hp 290, see the *Monster Manual*

Tactics: The kraken is just out for an easy meal. It will initially attack the heroes’ ship, trying to force as many crewmen on to the upper decks as it can. Should more than six creatures appear at the rails of the ship (such as when attacking the kraken), the kraken will use two of its tentacles to continue to attack the ship, while the other six will be used to snag hold of a single creature each. Any creature that becomes snagged will be drawn off of the ship and into the depths by the kraken. The kraken will retreat when it has six meals snagged on its tentacles or it has taken over half its hit points in damage, whichever comes first.

SEA DRAGON TYLOR WING (EL 12)

The Situation: The heroes are beset by a group of kuo-toa each riding a sea dragon taylor mount that are patrolling the waters. They follow the heroes ship until nightfall, when they attempt to board it.

Creatures: Four sea dragon tylors, each with a kuo-toa rider.

☞ **Sea dragon tylors (4):** hp 93, see page 269

☞ **Sea wing dragon riders (4):** hp 50, see page 270

Tactics: The kuo-toa dragonriders will make full use of the darkness to sneak alongside the heroes ship and attempt to climb onboard. Heroes or members of the crew on watch during the night are allowed a Spot check (DC 22) to see them approaching in the darkness and a Listen check DC (15) to hear them attempting to sneak onboard.

Once the kuo-toa are aboard the ship, they will attack any crew or passengers that they find until they are severely injured (50% hp) or the ship starts to sink, at which point they dive into the sea. The taylor will submerge themselves and begin charging at the ship from underneath it, with the intention of causing a hull breach and making the ship sink. The taylor and the kuo-toa can both survive in the water, making the recovery of any treasure from the wreck easy.

BLOOD SEA CHIMERA (EL 14)

The Situation: The heroes encounter one of the strangest beasts to live on Kryn, the tri-headed chimera. This chimera has a sea dragon’s head instead of the normal black dragon’s head. The route of the heroes has taken them into the chimera’s hunting grounds and it doesn’t take long for it to spot them.

Creature: A huge chimera, with the heads of a shark, a great barracuda, and the sea-green, scaled head of a sea dragon.

☞ **Blood Sea Chimera:** hp 312, see page 263

Tactics: The chimera is equally at home in the air or under the waves and has its lair on a small rocky outcrop, which juts out of the Blood Sea near the isle of Karthay. When encountered, the chimera is flying about, looking for all things edible to assuage its ravenous appetite. Once the chimera has spotted the heroes, she will fly over the ship for 10 rounds, using her breath weapon at every opportunity, before diving into the water and attempting to capsize the ship. The chimera has a 50% chance to capsize a boat 20 feet or smaller in length and a 20% chance to capsize a boat 60 feet in length.

THINGS THAT HAPPEN ON THE BLOOD SEA OF ISTAR

It will take approximately seven days journey from Flotsam to the center of the Blood Sea. Most of that time will allow the heroes to rest and not have to worry about looking over their shoulders all the time. There is only one scene that takes place during the seven days while the last three are reserved for the end of the journey. Of the following scenes **The Reaver** can happen any time between day two and day six. The last three scenes should occur on day seven as the *Perechon* draws near to the Maelstrom.

THE BLOODHAWK (EL 15)

A day or two after the *Perechon* has evaded pursuit, the lookout in the crow's nest spots a ship in the distance. This is the *Bloodhawk*, a pirate ship captained by one of Mandracore Reaver's lieutenants, a ruthless killer named Ramos Maccaby, or "the Scar" as he is called by his peers. The Reaver knows that now is a perfect time to eliminate his competition and he has sent the Scar to take care of the *Perechon*.

It has been a couple of days since you lost sight of the ships pursuing you. The crew of the *Perechon* did well and the spirits among the crew have been high ever since the last galley turned around. Still, Captain Maquesta is concerned. The ship is heading into dangerous waters and the worst is still ahead.

Suddenly, the young boy in the crow's nest bellows a single word from his high vantage point. "Pirates!" True enough, a ship carrying black sails approaches fast. Maquesta barks a few angry orders and the ship comes alive as sailors rush to their stations.

The Situation: Mandracore the Reaver, the leader of the much feared pirate armada sailing the Blood Sea, is a ruthless man who will stop at nothing to defend his current position as leader of the pirates. The half-ogre sees Maquesta Kar-Thon as a threat and has sent one of his lieutenants, an evil man called the Scar, after the *Perechon* in an effort to eliminate his competition before Maquesta gets a chance to challenge him.

The *Bloodhawk*, which is the name of Captain Maccaby's ship, is a pentare similar in build to the *Perechon*, making the skill of the two captains and their crews the determining factor in the outcome of this encounter. As soon as the pirate ship is spotted, make a Profession (sailor) check for each of the two captains and one for each crew. Both checks are opposed checks. Whichever crew wins its opposed check adds a +2 bonus to the corresponding captain. You can allow heroes with ranks in the Profession (sailor) Skill to make a similar check against the opposing crew. A success means the hero adds another +2 bonus to his captain's skill check.

If Maquesta Kar-Thon wins the opposed Profession (sailor) check against Captain Maccaby, she manages to outsail her opponent and she gets too close to the Maelstrom to Captain Maccaby's liking. As soon as the pirate captain realizes that he has lost the race, he orders his first mate to loose a *fireball* at the *Perechon*. She does so, using a scroll, and sends three *fireballs* smashing into the side of the *Perechon*, doing a total of 120 points of fire damage to the ship. One mast is destroyed and a section of the hull heavily damaged. Captain Maccaby then orders his men to turn the *Bloodhawk* around and make for Flotsam. He has no intention of getting too close to the Maelstrom.

If Captain Maccaby wins the opposed check, the *Bloodhawk* closes on its prey and the pirates board the *Perechon*. Allow the heroes to prepare themselves for the upcoming battle as it quickly becomes clear that the *Bloodhawk* is too fast to outsail. You should feel free to create a swashbuckler feel for this scene as chaos erupts and rapiers

and cutlasses seek blood. Use both ships in the scene and make good use of skills such as Balance, Climb, Jump, and Tumble.

The *Perechon*: Hull (24 sections) AC 3, hardness 5, hp 80; Rigging (3 sections) AC 1, hardness 0, hp 80.

Creatures: Captain Ramos Maccaby, also known as the Scar, is a vile man whose only pleasure is the suffering of others. Years ago his face was disfigured in a fire he barely escaped from. He now serves Mandracore the Reaver and sails the Blood Sea, looking for merchant vessels to plunder and then burn down. His first mate, a Nerakan woman named Amina Reath, is as hot-tempered as her hair is red. A devout servant of the Sea Queen, she joined up with the Scar to further her mistress' goals of chaos and mayhem. In addition to the captain and the first mate, the *Bloodhawk* is manned by 25 pirates and four ogre warriors who serve as the Scar's personal bodyguard.

The crew of the *Perechon* is roughly the same size, counting 22 mariners (including Spivey), Captain Maquesta Kar-Thon, the first mate Bas Ohn-Koraf, Fritzen Dorgaard the captain of marines, Berem the helmsman, and Lendle the cook. For the purposes of this scene, Berem and Lendle aren't involved in the battle as Berem is busy steering the *Perechon* and Lendle is below deck.

In addition, several major NPCs may be on board the *Perechon*. These include Kronn, Serinda, Waylorn, and Alhana. They may or may not be used in the scene, at the DM's discretion.

☞ **Ramos Maccaby:** hp 80, see page 254

☞ **Amina Reath:** hp 66, see page 251

☞ ***Bloodhawk* pirates (25):** hp 30 each, see page 263

☞ **Ogre bodyguards (4):** hp 67 each, see page 267

☞ **Maquesta Kar-Thon:** hp 82, see page 242

☞ **Bas Ohn-Koraf:** hp 77, see page 252

☞ **Fritzen Dorgaard:** hp 65, see page 255

☞ ***Perechon* sailors (22):** hp 30 each, see page 267

Tactics: As soon as they board the *Perechon*, the pirates attack her crew. The lowly pirates focus on the sailors while the ogres, the Scar, and Amina focus on the major NPCs and the heroes.

Amina Reath spends the first couple of rounds boosting her own abilities by casting divine power. She then casts prayer to boost her allies before she moves into melee combat, casting spells such as poison and inflict spells. She focuses the offensive spells on divine spellcasters. When her offensive spells are depleted, she'll draw her rapier.

The Scar is confident in his own ability with a sword and therefore he has an all-out attacking style. He uses Power Attack to cause as much damage as possible. However, if combat starts going against him, he resorts to a more defensive strategy, using Combat Expertise and his back-to-back class ability. He focuses his attacks on opponents he feels are worthy of his attention, meaning warriors or anyone who seems to be skilled with a weapon.

The ogres are not overly interested in tactics and simply pick a random opponent.

If the Scar is killed, or if the pirates are reduced to 10 or less, the remaining pirates withdraw to their own ship.

Development: At some point during the battle Spivey, one of the *Perechon*'s marines, sneaks into the captain's quarters and steals a treasure chest stored there. With the chest in



his possession, he attempts to sneak aboard the *Bloodhawk* without being noticed. Allow the heroes a Spot check (DC 15) to spot the traitor. If they fail, Spivey gets away with the theft and takes off with the rest of the crew of the *Bloodhawk*. If they spot him, they have a chance at stopping the sailor before he makes it to relative safety. The chest includes Maq's personal fortune.

The purpose of this scene is to provide a buildup for the showdown with Mandracore later in the chapter. As such, the *Perechon* should be heavily damaged (if the *Perechon* outsails its pursuer) or half or more of the crew should be neutralized (if battle happens). The encounter with the *Bloodhawk* leaves Maquesta not wanting to lock horns with Mandracore.

BLACK SAILS (EL —)

This scene should occur the day after the battle with the *Bloodhawk*. If any of the crew is manning the crow's nest give them a DC 15 spot check to notice a ship on the horizon read or paraphrase the following:

Once again the call goes out for something spotted to the northeast of the *Perechon*, as you look over the railing, you can just make out a ship with black sails on the horizon headed in your direction.

The Situation: Mandracore the Reaver has decided to follow up on Maccaby and see if his lieutenant followed orders. To that end he is attempting to close with the *Perechon*. The *Butcher* will pull close enough for Mandracore to spot the deck of the *Perechon* with his spyglass to determine if Maquesta is still alive.

Development: When it is obvious that Maquesta is alive and that the ship is still afloat the Reaver will order his ship to shadow the *Perechon* for a few hours until Maquesta moves into rougher waters. Then he will order his men to break away and head for the Minotaur Isles in the east.

As soon as Maquesta sees the black sails she fears for her ship. While she believes the heroes could handle the attack she sees no need for any more harm to come to her ship or crew. She will immediately order her ship to head closer to the Maelstrom at the middle of the Blood Sea and into rougher waters.

DRAGON FLIGHT (EL 14+)

The next three scenes are run back to back. You may want to familiarize yourself with all three to see how they fit together. Run this scene near the evening of day seven as the *Perechon* draws near the perpetual storm hanging over the Blood Sea. If any of the heroes state that they prefer to man the crow's nest you can have them make a DC 20 spot check to notice something on the horizon. If not, one of Maquesta's crewmen will spot something. You can read or paraphrase the following:

Deck ho! Sail to the west!" the lookout calls.

Instantly Maquesta and Kof both pull out spyglasses and train them upon the western horizon.

"A ship?" Maquesta mutters to the minotaur.

"No," Kof grunts. "A cloud, mebbe. But it's moving fast, very fast. Faster than any cloud I've ever seen."

The Situation: The Blue Dragon Highlord Kitiara uth Matar and her dragon Skie have been searching for the heroes since their flight from Flotsam. Kitiara has been receiving visions from the Dark Queen that have led her to this location. She also brought one of her lieutenants and their dragon with her. If Dragonmaster Ettel Rense and Stroak survived the attack in Ogreshield then they are accompanying her, if not it is her second Lieutenant Beyla and her dragon Rumble. (Use the same stats as Highmaster Rense and Stroak from **Chapter 10: Shadows** for this encounter.)

Creatures: The Blue Dragon Highlord Kitiara uth Matar, her dragon Skie, Highmaster Ettel Rense and Stroak.

☞ **Kitiara uth Matar:** hp 99, see page 241

☞ **Khellendros "Skie":** hp 337, see page 257

☞ **Highmaster Rense:** hp 53, see page 240

☞ **Stroak:** hp 241, see page 259

Tactics: Dragon Highlord uth Matar wants Berem turned over to her. She will not have the dragons attack immediately, instead she will first spend a round or two demanding that they turn over the "Green Gemstone Man" and she won't sink their ship. If they fail to comply she will give the order to sink the ship so they can start fishing for survivors. The dragons will unleash their breath weapons in the same place in the hull with Flyby Attacks and then move out of range of any medium range spells. They will repeat this until the hull been breached.

Development: At the first sight of the dragons Maquesta will inform Berem to turn into the storm of the Maestrom hoping that cover from the storm and the faster currents will assist them in escaping. The heroes will have three rounds before the dragons arrive at the ship. After the dragons have arrived, the ship will enter into the storm within five rounds.

As soon as the dragons arrive, Berem will begin to panic and will maneuver the ship farther than necessary into the Blood Sea. Although with everyone paying attention to the dragons. No one may notice. Should Berem draw attention to himself at any time or if any of the heroes reveal Berem's identity Kitiara will order Skie to swoop in and snatch Berem from the deck. If this happens, Skie will miss and knock Berem overboard.

Once the heroes reach the edge of the storm it begins to rain, imposing a -4 penalty on all Spot, Listen, and Search checks and ranged attacks. It also indicates that the *Perechon* has been caught firmly in the grips of the Blood Sea currents. However, the players don't need to be notified of this until after their battle with the Dragon Highlord. If Berem is identified as the Green Gemstone Man and is knocked overboard or abandoned ship from fear of the dragons The Dragon Highlord will fly away leaving the *Perechon* to its fate.

THE NIGHTMARE SEA (EL 14+)

This scene should occur directly after the scene **Dragon Flight** as the heroes enter the storm of the Maelstrom. Read or paraphrase the following:

The skies erupt with thunder and lightning, slicing the sky with icy rain.

The Situation: The heroes are being drawn into the tightening ring of the Maelstrom and the storm around them has intensified tenfold. Below them is the King of the Deep, drawn to the surface by the presence of their ship.

Creatures: It's possible that the Blue Dragon Highlord and her lieutenant will follow the heroes into the storm if they have been unable to secure Berem. Plus the heroes will now have to contend with blind attacks from the King of the Deep and the waves that are threatening to wash them overboard.

☞ **Kitiara uth Matar:** hp 99, see page 241

☞ **Khellendros "Skie":** hp 337, see page 257

☞ **Highmaster Rense:** hp 53, see page 240

☞ **Stroak:** hp 241, see page 259

☞ **King of the Deep:** hp 350, see page 257

Tactics: If the dragons and their riders have followed the heroes into the storm they will concentrate on seeking out the Green Gemstone Man.

The King of the Deep is blindly fishing for whatever delicacies he can catch on the deck of the ship. Take a quick count of all the people on deck and roll randomly to determine who the leviathan attacks. He will attempt to grapple two separate people and drag them under. The King of the Deep has a 50% miss chance on the attack due to concealment. Anyone grappled by the King of the Deep is hauled into the air for one round before being dragged under the waters of the sea. Any heroes or important NPCs that are grabbed, take grapple damage until unconscious or until they drown. The King of the Deep will make a total of six of these attacks (two each round for three rounds) until he stops.

Development: This can be a very complex battle with a number of opponents and conditions to deal with. Take time to review all these factors before running this scene:

Weather: The storm intensifies in the tightening ring of the Nightmares Sea and the winds become severe, causing any small creature to be knocked down. If any small creature is next to a railing they must make a DC 20 Strength check or be blown overboard. Even if they succeed they are knocked prone. The wind also imposes an additional -4 penalty on any ranged missile attacks.

Dragons: The high winds and rain are making it difficult if not impossible for the Highlord to issue commands. So the attacks will become erratic. The lieutenant's dragon may even be foolish enough to land on the deck of the ship searching for the Green Gemstone Man. If he does, everyone on deck must make a DC 23 Will save to resist the dragon's frightful presence. If one of the dragons is killed, the rider will bail into the sea and the other will turn tail to escape.

King of the Deep: If the King of the Deep manages to pull anyone overboard, all is not lost. While the creature will inflict crushing damage each round, the heroes will not perish. At the point that the heroes go unconscious or would die the

King of the Deep releases them because he is under attack by sea elves. These elves will rescue the heroes and bring them down to Istar.

Waves: To complicate matters on deck even more, once a round a huge wave will leap over the starboard railing and slide across the deck. Every person on deck not holding on to something must make a DC 15 Reflex save or be moved five feet port and knocked prone. Anyone that would be knocked overboard can make an additional DC 15 Fortitude save to brace against the railing and resist the momentum of the wave.

Berem: If Berem is hurt, the gem in his chest will glow a bright green, clearly visible through his shirt. This may alert the Dragon Highlord to his location. Provided he is still onboard there is a good chance that the waves could knock him from the ship.

Maquesta will do her best to protect her ship, but by this point she realizes that there is little hope of escaping the Maelstrom.

Conclusion: After one minute in the tightening ring, the dragons will flee, the waves will calm down and the King of the Deep will disappear. The heroes will hear a horrible sound like the mixture between a dragons roar and the screams of thousand of souls. The *Perechon* has now reached the edge of the Heart of Darkness.

THE HEART OF DARKNESS (EL—)

Provided there is anyone still on deck after the horror of the tightening ring they will see the Heart of Darkness. Read or paraphrase the following:

The crash and rumble of lightning become but a distant chorus to the tumultuous roar of water ahead. The clouds fall back to form a mighty canopy, while ahead lies the maw of terror. Whirling and swirling, the mighty Maelstrom sucks all towards its dark depths and none seem to escape. Faces seem to move and scream just beneath the surface of the watery vortex.

The Situation: The *Perechon* is dragged into the maw of the Heart of Darkness. Hordes of Blood Sea imps that make their home here see the ship and begin to board it looking to bring death and misfortune to all onboard.

Creatures: Mobs of Blood Sea imps.

☞ **Mobs of Blood Sea imps:** hp 150, see *Monster Manual*

Tactics: The heroes will be given five minutes to soak in the finality of their situation before the creatures in the water move in to attack. The creatures will seek to torment any living beings left on the ship. Anyone who falls into the water is left to drown.

Development: Even if the heroes have access to *water breathing*, the forces of the Maelstrom are tremendous. Anyone or anything caught in its grasp must make Fortitude saves every minute or fall unconscious, battered by the powerful currents. The DC begins at 15 and increases by one every minute after the first.

LEAVING THE BLOOD SEA OF İSTAR

By the end of this part of the adventure the heroes will be taken to the underwater ruins of the ancient city of Istar. In theory everyone of them should be unconscious and stripped of any of their equipment, spell components, and so forth. They will wake up in **Zebulah's Refuge**.

You should also take this opportunity to prune any NPCs that are no longer useful to the storyline. They don't have to die, but could reappear at another time in the story as you see fit. Maquesta, Koraf, Fritz, and Lendle were all taken to another part of the city and eventually released back to the surface. The heroes will encounter them again after their time in Istar. Surprisingly enough what is left of Maquesta's ship could end up being disgorged by the Maelstrom and has every possibility of being discovered on the island of Karthay by the adventure's end.

Berem the Everman has made his own escape for now and actually started walking along the bottom of the sea to the north and east in an attempt to escape the reach of the Blue Dragon Highlord. His story will continue later in the adventure.

RUINS OF İSTAR

After the cataclysm, Istar was sunk to the depth of the Blood Sea. The city is now surrounded by high mountains, and the buildings form a massive conglomerate of ruins and coral mounds. In some places, air pockets have formed from plant respiration. Sea elves have taken possession of the fabulous ruins.

FEATURES OF İSTAR

Important Rules: Swim skill (see **Chapter 4: Skills** in the *Player's Handbook*); Underwater Combat (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*);

The Maelstrom in the center of the Blood Sea leads down to the center of the city. A giant vortex is caused by a demonic wind blowing from a gate to the Abyss located at the bottom of the Pit of Istar. The pit stands where the ancient temple once stood. Most of the water dragged down through the Maelstrom is expelled above the city, spiraling out for miles. Because of the strong turbulence, the only way to enter the city is through a few narrow mountain passes below the violent water current. The Maelstrom funnel leads to the pit, then quickly spirals out at street level.

The city itself is almost entirely underwater. Here and there throughout the city there are buildings both great and small that have pockets of breathable air. Sea plants and coral have grown around many buildings, aerating the water and releasing breathable air into the structures. Some buildings even have magical protections that prevent the water from entering and keep the buildings filled with fresh air. The higher a person swims above Istar the more turbulent the waters become. This tumultuous water lasts for miles in each direction; it takes years to be able to master the waters to be able to reach the surface.

ZEBULAH'S REFUGE

When the party was thrown overboard, the heroes were rapidly dragged down into the vortex and cast out above the city. The sea elves knew the fate the heroes would face and were ready with *potions of water breathing*, even though the

characters had all passed out before they were rescued. The elves left the heroes in care of Zebulah, a human mage who has been living among the sea elves for years. His consort, Apoletta, Lady of the Dargonesti, saw the mark of the fated on the heroes and kept them here. Maquesta and any survivors from her crew were put onto a raft and set adrift in the shipping lanes to the east near the minotaur isles.

All the party may be together in **ZR1: Old Banquet Hall** or if there are wounded heroes they may be separated and placed in **ZR9: Zebulah's Lounge**. The first hero will wake up a day after they were lost in the Maelstrom.

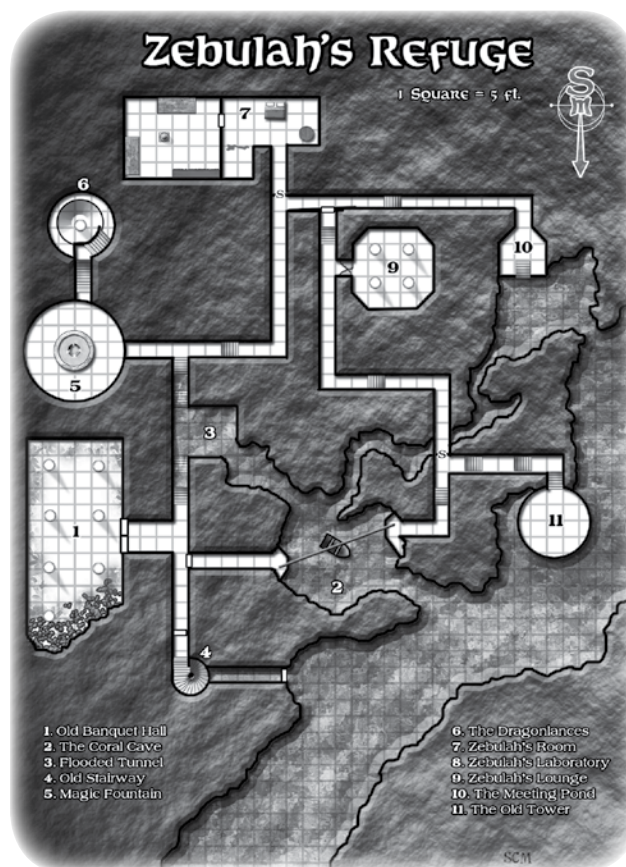
FEATURES OF ZEBULAH'S REFUGE

Before the cataclysm, Zebulah's refuge was a palace owned by a powerful noble. When the Cataclysm struck, all but the western wing of the palace was destroyed. What remains of the palace today clings to a cliff overlooking a massive trench.

Although the western wing of the once grand palace survived the Cataclysm, it was not left undamaged. Throughout the entire structure signs of the Cataclysm can be seen. Large cracks mar the walls and stairs lack steps in some places. The air is humid and patches of moss cover the walls and ceilings throughout the tunnels.

Some of the rooms are lit up by glowing rods inserted into the walls. These rods have been placed there by Zebulah and permanent *light* spells cast on them. The rest of the complex is cast in darkness and the heroes will have to provide their own light source.

All of the doors in Zebulah's refuge, unless otherwise specified, are wooden and in poor repair. Until now, Zebulah has had no reason to lock his doors and therefore all doors



are unlocked. The walls are made of white marble, most of which are worn and cracked in places. The stairs are slippery, requiring Balance checks (DC 12) to avoid slipping.

Standard Zebulah's refuge door: hardness 5; hp 10; Break DC 13.

PEOPLE TO MEET IN ZEBULAH'S REFUGE

The following short biographies detail the primary NPCs in Zebulah's refuge.

ZEBULAH

N male civilized human wizard 12/

Wizard of High Sorcery 4

The human wizard known as Zebulah is a peculiar person. Having lived beneath the waves of the Blood Sea more than half his life, Zebulah has grown wary of his own kin and prefers the tranquility and relative solitude that the ruins of Istar offer. It was not always so. Three decades ago, Zebulah sought out the ruins of ancient Istar looking for the lost treasure that was bound to exist within the walls of the once proud city. Instead he found Apoletta and her kin. Soon after, the two were married. He has lived in Istar ever since, studying the ruins and enjoying the company of his wife.

Starting Attitude: Unfriendly.

APOLETTA

NG female Dargonesti elf fighter 4/wizard 6

Apoletta is the leader of the Dargonesti elves living in the ruins of ancient Istar. When the Blood Sea formed, she was sent to explore the ruins by the Speaker of the Moon. She and the sea elves that followed her have been living in the ruins ever since. She is married to the human wizard named Zebulah and the two spend much of their time together exploring the ruins of Istar. Because of her relationship with Zebulah, Apoletta is more accepting of non-elves than is usual for the sea elves. That said, she is cautious when dealing with humans and other non-elves and generally avoids contact with them. *Starting Attitude:* Unfriendly.

KEY TO ZEBULAH'S REFUGE

Important Rules: Balance, Decipher Script, and Swim skills (See **Chapter 3: Skills** in the *Player's Handbook*); aquatic terrain and underwater combat (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*).

The heroes are brought to Zebulah's refuge by sea elves after their ship is sucked into the Maelstrom. They are placed in **ZR1: Old Banquet Hall** although severely injured heroes may be placed in **ZR 9: Zebulah's Lounge**.

ZR 1: OLD BANQUET HALL (EL 12)

This large chamber was formally a banquet hall used to throw elaborate parties. Now it is a tragic shadow of its former splendor with faded murals, cracked columns, and broken furniture gathered in the northern end of the room. The southern wall has all but caved in and the large double doors in the eastern wall hang open. Zebulah uses this room to grow various mushrooms for food and therefore the room is very moist. This room is where the heroes are most likely placed when the sea elves bring them to Istar.



There is nothing else of interest in the room. However, on the other side of the double doors, the heroes see a band of eight yrasda armed with swords sneaking past the door coming from **ZR 4: Old Stairway**. As the door leading into the old banquet hall is hidden by an illusory wall cast by Zebulah, the yrasda are unaware of the room's existence.

The Situation: The heroes have been placed here without any of their possessions. Their things have been taken to **ZR 10: The Meeting Pond** where Zebulah is looking them over. There are enough broken pieces of furniture and rocks lying around to use as improvised weapons.

Creatures: Four Yrasda invaders.

☞ **Yrasda skirmishers (4):** hp 75 each, see page 273.

Tactics: The yrasda have not spotted the heroes yet and therefore the heroes have the element of surprise. Should they choose to attack the aquatic ogres, the water monsters will defend themselves. The yrasda are confident that they can overpower the heroes and will only flee when two or more of them are incapacitated.

ZR 2: THE CORAL CAVE (EL 10)

The corridor ends in a ledge overlooking a small lake. The light coming from rods set into the wall around the ledge illuminate the coral cave. A cable runs from the cave opening to a similar opening across the lake and a small boat is tied to the cable. By using the cable, the boat can be used to get to the other side of the lake. Hidden from view, three underwater exits lead to **ZR3: Flooded Tunnel**, **ZR10: The Meeting Pond**, and the trench running along Zebulah's Refuge. The boat can hold four medium-sized passengers.

Creatures: Two ramfish have entered the cave from the trench, looking for food. Driven into blood frenzy by the presence of the King of the Deep, these giant fish attack anything moving in the water. Provided the heroes have not already dealt with the school of barracuda from **ZR 3: Flooded Tunnel**, the diminutive fish enter the cave and attack one round after any blood is spilled.

☞ **Bloodrager ramfish:** hp 98, see page 262.

☞ **School of barracuda:** hp 135, see page 269.

Tactics: The ramfish charge the boat (AC 4, hardness 5, Hit Points 15) as soon as it is set in motion, using their Powerful Charge feat. If the boat isn't used by the heroes, the two ramfish charge any hero entering the water. They then use their Gore and Bite attacks.

ZR 3: FLOODED TUNNEL (EL 8)

As the heroes descend down the stairs of the tunnel, they reach an intersection which has been flooded by water coming from the coral cave in **ZR 2: The Coral Cave**. Reaching the other side requires that the heroes swim under the submerged ceiling. The flooded intersection is currently inhabited by a school of barracuda driven here by the ramfish in **ZR 2: The Coral Cave**. Under normal circumstances this school of barracuda would be harmless, but if any hero swimming through the intersection has an open wound, the fish enter into frenzy and attack immediately.

☞ **School of barracuda:** hp 135, see page 269.

Tactics: As animals, the barracuda have no sense of tactics and simply attack any hero who is bleeding.

ZR 4: OLD STAIRWAY (EL 14)

This slippery spiral stairway leads down do a trench 50 feet below. The lower 40 feet of the stairway is flooded. Should the heroes decide to investigate, they find a door at the bottom of the stairway. The door leads out into a massive trench that runs through this part of Istar. More importantly, however, eight yrasda are on the other side, getting ready to enter the stairway from the trench.

Creatures: A small scouting party consisting of eight skirmishers and one wizard has been searching the trench, looking for a way to enter Zebulah's refuge unseen. Finding this door, they were about to enter when the heroes opened the door. If the heroes didn't investigate the flooded stairway or decided against opening the door, feel free to have the yrasda enter the refuge and use them in other encounters.

☞ **Yrasda skirmishers (8):** hp 75 each, see page 273.

☞ **Yrasda druid:** hp 92, see page 272.

Tactics: Six of the skirmishers enter into melee combat as soon as possible while two remain with the druid for her protection. They focus their attacks on other melee fighters. If the battle takes place in open water (such as in the trench), the druid starts combat by casting *dispel magic* targeted on any hero that looks like a spellcaster. She then casts *summon nature's ally V*, summoning an orca whale to fight against the heroes. On the third round of combat she casts *bull's strength* on herself before entering into melee combat along with her two guards. If the battle takes place out of the water, she casts *dispel magic* on any spellcaster present and *bull's strength* on herself before entering into melee.

ZR 5. MAGIC FOUNTAIN (EL 11)

The tunnel ends in a large circular room with walls made of white marble. Scenes of ancient Istar have been carved into the marble. In the center of the room stands a beautiful fountain made of the same white marble. The center of the fountain is a small whale, water streaming from its blow hole.

The whale is actually a trigger. If the whale is rotated clockwise, the trigger is activated and a section of the wall slides aside, revealing a secret passage which leads to **ZR 6: The Dragonlances**. The secret panel closes if the whale is rotated counterclockwise. If the whale is rotated in the wrong direction (clockwise if the panel is open and counterclockwise if the panel is closed), a trap is triggered and 10 bolts are fired from slits in the ceiling.

The water in the fountain is drinkable and it functions as a *potion of water breathing* except that the water's effect lasts until the hero has been in contact with air for 12 rounds or more and it cannot be dispelled.

☞ **Poisoned bolts:** CR 11; mechanical; special trigger (see above); manual reset; Atk +15 ranged (1d6 plus sleep poison [4d6 rounds], Fortitude save DC 20 to avoid sleep effect); Search DC 20; Disable Device DC 25

ZR 6: THE DRAGONLANCES (EL 10)

The secret door reveals a set of stairs that leads to a circular pit shrouded in darkness. A stairway runs along the edge of the pit, spiraling downward. At the bottom of the pit can be seen a faint light. A plunger made of teak holds up the ceiling.

The light at the bottom of the pit is caused by 24 *lesser dragonlances* arranged in a circle around the plunger. These lances were given to the sea elves after the Third Dragon War for safekeeping and were placed in this pit after the Cataclysm. The sea elves have since forgotten all about them. The plunger supporting the ceiling is held in place by the *dragonlances* and removing them from their place in the circle runs the risk of the ceiling collapsing. Roll a d20 for every *dragonlance* that is removed from the circle. If the result is higher than the number of lances remaining, the ceiling collapses. Allow the heroes a Listen check (DC 20) every time they remove a lance to hear the signs of the ceiling giving in.

Development: If found, the *dragonlances* present the sea elves with a great advantage in the coming battle against the King of the Deep and his allies. If the heroes inform the sea elves of their location, Apoletta will be very grateful and she agrees to help the heroes any way she can.

☞ **Collapsing ceiling:** CR 10; mechanical; special trigger (see above); no reset; multiple targets; DC 25 Reflex save for half (15d6 damage); Search DC 25; Disable Device DC 35

ZR 7: ZEBULAH'S ROOM

This is Zebulah's private chamber. A large bed made out of a sea shell dominates the center of the room and a round table stands in the eastern end of the room. In the center of the table stands a large plate upon which lie the remains of a fish, as well as fruits and vegetables and a decanter half-filled with a clear green liquid. The liquid is actually a magical seaweed wine which functions as a potion of cure serious wounds with four uses left.

Separated from the rest of the room by a red curtain, the southwestern corner of the room serves as Zebulah's wardrobe. Apart from a couple of red robes and other

ordinary clothing, nothing of interest can be found here. A door in the western wall stands ajar and a pulsating blue light emanates from the adjacent room.

ZR 8: ZEBULAH'S LABORATORY (EL 10)

This room serves as Zebulah's laboratory and it is filled with all sorts of flasks, tubes filled with strange bubbling liquids, glass jars, and shelves containing a vast array of books. Several glass containers lie broken on the floor, their contents splattered all over the floor. In the center of the room is a massive table upon which stands a pale blue orb resting on a coral pedestal. The pulsating light coming from the orb is what the heroes saw in **ZR 7: Zebulah's Room**.

The pale blue sphere is a *dragon orb*. The sea dragons' approach has caused the orb to pulsate. Standing in front of the orb is a yrasda assassin who has managed to infiltrate Zebulah's private quarters. The yrasda is mesmerized by the *dragon orb* and has not noticed the heroes.

Creatures: A single yrasda assassin has managed to enter Zebulah's private chambers. It was searching the laboratory when the *dragon orb* started pulsating and it is now completely mesmerized by the blue light. If the heroes attack the yrasda, it snaps out of its trance and defends itself.

☞ **Yrasda assassin:** hp 71, see page 272.

Tactics: The yrasda is well aware that it is outmatched and will try to flee if the opportunity presents itself. It uses the fight defensively action and moves toward the door leading to **ZR 7: Zebulah's Room**. It focuses its attacks on any hero preventing it from reaching the door.

Development: Zebulah is unaware that the *dragon orb* has started pulsating. He knows what the orb is and if he is made aware of the recent development, he sees it as an indication that sea dragons are approaching Istar. He alerts the sea elves of the impending danger and this warning gives the elves some time to prepare for the assault on Istar.

Treasure: Apart from the *dragon orb*, the laboratory contains several scrolls and potions that the heroes may find useful. Of course, Zebulah will not appreciate his laboratory being looted. Should the heroes decide to do so anyway, they find the following: 2 *potions of mage armor*; 3 *potions of cat's grace*; 1 *potion of bull's strength*; 1 *potion of haste*; 1 arcane scroll (CL 10th): *confusion, zone of silence*; 1 arcane scroll (CL 10th): *dispel magic, nondetection, water breathing*.

ZR 9: ZEBULAH'S LOUNGE

The entrance to this room could easily be mistaken for the lips of some strange sea creature but it is actually two massive sponges and it is quite harmless. While the prospect of squeezing through the spongy entrance may not be all that inviting, it is the only entrance into the room beyond.

Octagonal in shape, this room serves as Zebulah's lounge. It is here that he entertains guests and it may be where some of the more badly injured heroes have been placed by Zebulah and the sea elves. Four columns made of marble adorn the room and three couches made of the same kind of sponges as the ones serving as the entrance are placed around a small lacquered table. In the southern wall is a small waterfall. The room is illuminated by a dozen glowing rods, the light of which is reflected by the glistening walls.

ZR 10: THE MEETING POND

The sound of water can be heard coming from this room. The room ends in a flight of stairs that lead into a pool of water. It is illuminated by two rods similar to those found throughout the rest of the complex and the light reflects off of the walls and vaulted ceiling. This is the meeting place of Zebulah and Apoletta. See the scene **Meeting Apoletta and Zebulah** on page 108 under the **Things That Happen in Zebulah's Refuge**.

ZR 11: THE OLD TOWER (EL 13)

Once part of a noble's palace, this tower now clings precariously to the side of a cliff. The circular room is dominated by a large round table at the center of the room and three huge crystal windows provide a magnificent view. Large fish and other creatures of the sea can be seen swimming lazily through the water before they vanish into the darkness of the ocean. An amazingly detailed miniature version of Istar has been built on the round table. At its center is an ornate temple, the seat of power of the Kingpriests of old. Written on the side is the following: "Welcome, O noble visitor, to our beautiful city. Welcome to the city beloved of the gods. Welcome, honored guest, to Istar."

At the base of each of the three crystal windows is engraved a rune. Any wizard will recognize the runes as written in the language of Magius. Non-wizards with can decipher the runes with a successful DC 30 Decipher Script check. Speaking the three words the runes represent would originally cause the windows to fog up and show an event as it was happening somewhere in the city. However, the destruction wrought by the fiery mountain disrupted the windows' magic and it now only shows the last horrifying moments before the city was destroyed. Any wizard speaking the three words summons a vision of people running through the streets of Istar, the burning sky, and buildings set ablaze by the immense heat preceding the fiery mountain.

A group of yrasda warriors have stumbled upon the room while the heroes are present and they have decided to test the heroes' strengths and weaknesses. If possible, they will try to get a surprise attack.

Creatures: Six yrasdas, part of the advance forces sent to Istar as scouts for the main assault force, have entered Zebulah's refuge and have practically stumbled upon the old tower. Not very disciplined, they are eager to spill blood and see the heroes as easy pickings.

☞ **Yrasda skirmishers (6):** hp 75 each, see page 273.

Tactics: The yrasdas divide into two groups and focus their attacks on heavily armored heroes. They have little experience with spellcasters and do not see them as a threat. If three or more of the yrasdas die, the rest flee from the tower.

THINGS THAT HAPPEN IN ZEBULAH'S REFUGE

Once the heroes have had time to explore the refuge and make their way to **ZR 10: The Meeting Pond** proceed to the scene below.

MEETING APOLETTA AND ZEBULAH (EL —)

As the heroes draw near **ZR 10: The Meeting Pond** they can hear voices echoing in the hall. A DC 15 Listen check will allow them to understand what is being said. Read or paraphrase the following to anyone who made a successful check:

Male voice: “No, I think they will be fine, but I still feel it was unwise to reveal our presence. You should have let them go on the raft, like you did with the others.”

Female voice: “Perhaps you are right, but these were so much unlike the others. There is something about them that disturbs me...and this impromptu arrival. I fear this has something to do with the sea dragons sighted in the south.”

Male voice: “It must be tied to the recent agitation of the King of the Deep. Raids are getting more frequent and no one so far has managed to enter his lair. We must find a way of getting through that passage...”

Female voice whispering: “Shhh... Wait. I think I heard...KreeQUEKH!”

As the heroes enter the room you can read or paraphrase the following:

On the opposite side of the room a dozen steps descend toward a small pool. An old man wearing red robes is kneeling toward the water on the last step. He suddenly stands as a beautiful elven maiden disappears into the water.

The Situation: The heroes have stumbled upon a private meeting between Zebulah and Apoletta. Although Apoletta is curious about the heroes, their sudden appearance has startled her and she has retreated beneath the water for the moment.

Development: Zebulah will welcome the heroes to his home and engage them in conversation. Refer to the sidebar **What Zebulah Knows**. After the heroes have spoken with him, he will tell them that for the time being his home is their home. If the heroes tell him about the war on the surface, he will call forth Apoletta and get her involved in the conversation. Apoletta asks the heroes to remain underwater for a few days. She believes that it was fate that brought them to Istar and would like to tell the other sea elves the news of the surface dwellers war. Plus, she may have an important mission for them if they would accept. She will check back in a few days. At least for the moment they are safe from the Dragonarmies.

Until Apoletta's return, Zebulah thinks it is safer if the heroes remain in his refuge. He does not tell them the magical properties of the fountain of in **ZR5: Magic Fountain**. The heroes may want to explore the city, but Zebulah advises against it due to the fact that the King of the Deep resides not far from the refuge in the city.

WHAT ZEBULAH KNOWS

Use the following questions and answers to help shape any conversations the heroes may have with Zebulah:

WHERE ARE WE?

You are below the sea, in the ruins of the city of Istar.

WHAT HAPPENED TO US?

The sea elves saved you from drowning and brought you here.

I DON'T REMEMBER SEEING ANY SEA ELVES.

Well you were unconscious when they brought you in, near dying. Then they left quickly, they tend to fear and distrust *KreeQuekh*—‘air-breathers’ in their language.

WHY DID THEY SAVE US IF THEY DISTRUST US?

To elves all life is sacred.

WHY ARE YOU HERE?

I have neither the time nor inclination to tell my entire story to you. Suffice it to say that I am a wizard and as a young man I sought riches and power. Then I came to this place and found riches, but not in steel or gold, something else worth staying for.

WHO WAS THAT IN THE WATER?

My wife Apoletta, she is the reason I live here. She is my world. That was her in the water I was speaking to.

HOW CAN WE LEAVE THIS PLACE AND RETURN TO THE SURFACE?

Everyone that comes here asks that. Some find their own way, others choose to stay. It is possible that over time you could befriend the sea elves, but without their assistance you stand little chance of actually swimming out given the turbulent currents of the Maelstrom.

THERE IS WAR IN THE WORLD ABOVE AND DRAGONS HAVE RETURNED.

We have also seen the return of sea dragons here beneath the waves. We knew that it was a bad omen, it appears that our world beneath the waves is not immune from danger.

Apoletta returns after three days with dire news. She was correct to assume that the sea elves are in need of assistance in driving back evil's brood. There have been reports of a dark-haired land dweller riding a sea dragon and leading an army of sahuagin and yrasda towards the city.

There is also evidence that the land dweller has been in contact with the King of the Deep that will be lending its aid in the battle. What that means is that any creature that

perishes in the battle will be raised as an undead creature on the side of the enemy forces. Her people have come to the conclusion that with that kind of power they will have no chance of winning the battle. The King of the Deep has a powerful connection to an artifact or artifacts located with its lair. The lair is heavily protected and no sea elf warrior that has ventured into it has ever returned. The source of his life force is located in the Pit and renders the King of the Deep immortal while it exists intact. Apoletta believes that the heroes were sent, perhaps by the ancient gods, to perform this task and rescue her people from sure destruction. If the heroes agree, the sea elves will work to draw the King of the Deep from its lair giving the heroes time to sneak in, find the artifact, and destroy it.

If the heroes discovered the message that Highmaster Toede dropped outside of Flotsam and learn about the magical properties of the fountain they may come to realize that this is the “spring” referenced in the missive.

LEAVING ZEBULAH’S REFUGE

If the heroes accept Apoletta’s mission Zebulah will inform the heroes of the magical properties of the magic fountain. Apoletta will leave to help organize the defense of Istar, but before she leaves she lets the heroes know that she will send dolphins to carry them to the King of the Deep’s lair when the time is right. Zebulah will give each hero a whistle that will call their dolphins when the need arises.

If the heroes refuse Apoletta will be visibly disappointed and upset, but she will allow the heroes to do as they please. Zebulah will leave with Apoletta and the heroes will be stranded in the refuge for days. The sea elves of Istar will be defeated and the survivors will escape into the far reaches of the Blood Sea.

RANDOM ENCOUNTERS IN THE RUINS OF ISTAR

The chance for a random encounter is 30% while traveling underwater through the Ruins of Istar. The check should be made once in the morning, evening and night. If an encounter is determined, use the following table.

d%	Encounter	Average EL
01-10	Sea Cats*	13
11-30	Haunted Wreck	16
31-55	Tooth & Scale	13
56-60	Basking Dragon	11
61-69	Elven Huecuva	11
70-00	The Aqua Regis	14

* This encounter can be played more than once.

SEA CATS (EL 13)

The Situation: The heroes encounter a pride of sea cats hunting fish in the territory.

Creatures: A pride of sea cats.

☞ **Advanced sea cats (5):** hp 189 each, see page 261

Tactics: The sea cats are ferocious hunters. They will not approach the heroes on first sighting them. Four of the sea cats will swim away in order to try to flank the heroes, while the other one swims slowly towards the heroes. After 4 rounds the single sea cat will suddenly swim at four times its normal speed (160 ft) to attempt to break the heroes group up. At the same time, the other sea cats, which have gone unnoticed (Spot check DC 20), will emerge from the sides and flank one hero to fall, they will attempt to grab him and swim away as fast as possible.

HAUNTED WRECK (EL 16)

The Situation: The heroes encounter the wreck of a ship. Unlike most ships after being underwater, time and the elements seem not to have eroded this wreck. As the heroes swim nearer to the wreck, they can see huge tears and gashes in the hull, obviously made when she sank. Inside one of the holes, the heroes can see an open chest, filled with coins and gems.

Creatures: A group of five Knight haunts of the Divine Hammer.

☞ **Advanced knight haunts of the Divine Hammer (5):** hp 117 each, see page 261

Tactics: The wreck is that of the *Platinum Hammer*, an Istaran ship used by the Knights of the Divine Hammer. The ship sank while on a mission of some importance for the Kingpriest as it crossed Lake Istar, causing the squad of Knights of the Divine Hammer that were aboard to fail in their mission, condemning them to a life of undeath beneath the seas of the Blood Sea. As haunt knights, they still remain honorable, although they will attack any obvious arcane spellcasters on sight.

Treasure: Other than the sets of weapons, armors and shields used by the knight haunts, the chest contains 10,000 gp, 5,000 sp and 20 mixed gems (each worth 100 stl).

TOOTH & SCALE (EL 13)

The Situation: The heroes encounter a lone sahuagin druidess and her faithful pod of sharks.

Creatures: A sahuagin druidess and a pod of dire sharks.

☞ **Zawhalia:** hp 42, see page 260

☞ **Dire sharks (3):** hp 147, see *Monster Manual*

Tactics: The druid, Zawhalia, will initially be disguised, using her wild shape ability, as an ordinary shark swimming about among the larger dire sharks. As soon as she has spots the heroes, she will send in her dire sharks to attack the heroes, trying to separate weaker-looking heroes from a larger group. She is likely to cast *dispel magic* on the group, dispelling any magical ability to breath underwater. Any characters that appear to flounder are attacked first.

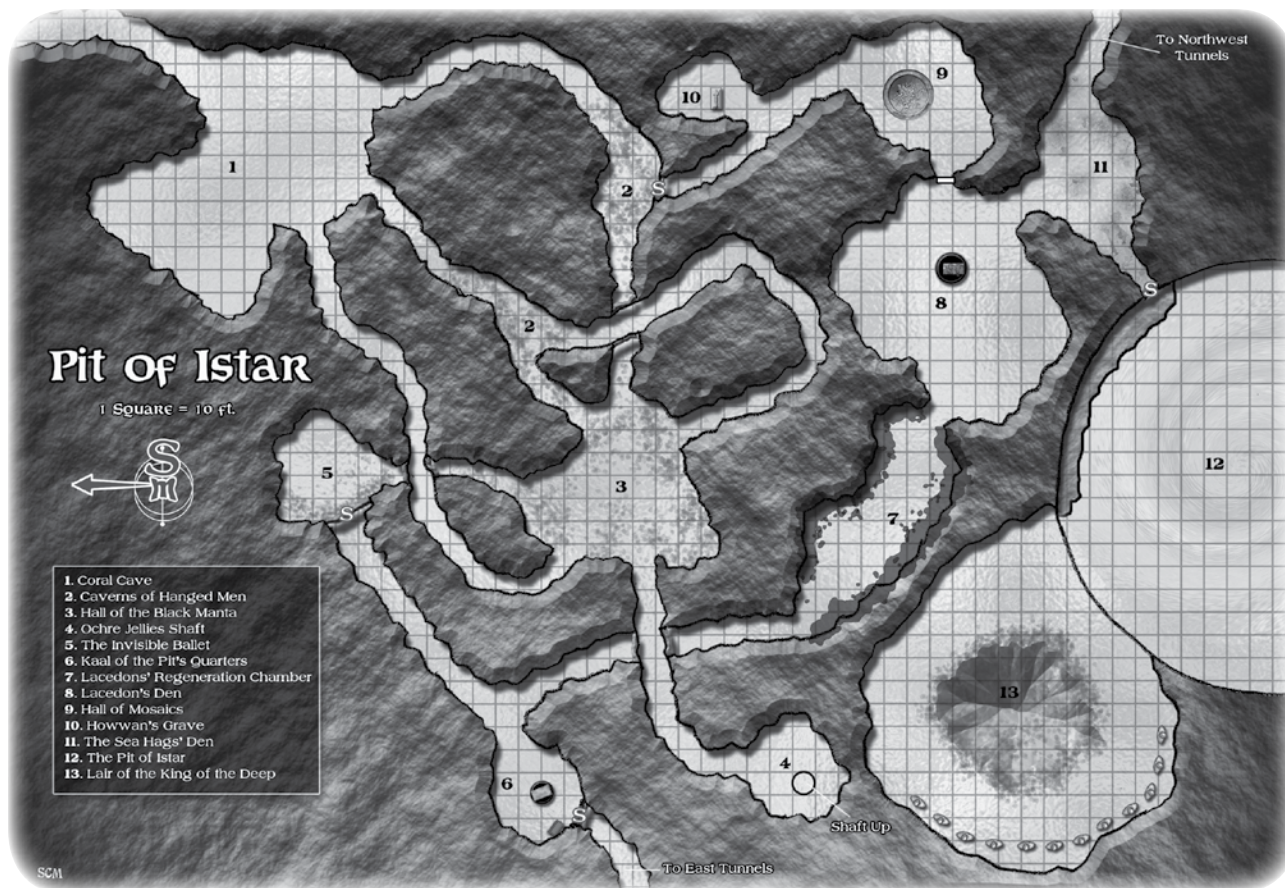
BASKING DRAGON (EL 11)

The Situation: The heroes encounter a sea dragon, lazily basking in the warm waters.

Creatures: One slothful sea dragon.

☞ **Lethargy:** hp 189, see page 258

Tactics: Lethargy, as his common name implies, is lazy. He has been idly swimming in the waters of the Blood Sea waiting for creatures to swim near enough to him. His seasense of 150 feet allows him to spot approaching meals and



anything short of a whale or half dozen elves won't attract his attention. Any sizable group of humanoids swimming within range makes him swim close enough to them to use his super-heated steam breath weapon on them, before swimming closer to finish them off.

ELVEN HUECUVA (EL 11)

The Situation: The heroes encounter a group of Dargonesti huecuva; fallen priests of Paladine that died and have returned in undeath corrupted and twisted aspects of their former selves. The Dargonesti are traveling to the Pit, drawn to it by the evil that resides there.

Creatures: Four elven cleric huecuva.

☞ **Elven huecuva (4):** hp 32, see page 264

Tactics: The huecuva are hate filled creatures, tortured by what they remember themselves to be. The huecuva will attack any living creature they stumble into without remorse, especially elves or elfkind. They will cast *desecrate* initially, followed by *darkness* or hold person to hinder strong attackers, before they swim in for the kill.

THE AQUA REGIS (EL 14)

The Situation: The heroes encounter the gnome good ship *Aqua Regis*, on its maiden voyage from Sancrist. The gnome ship is little more than a great galleon, totally enclosed with oars sticking out of the sides and huge boulders dangling from around the edges of what would be the main deck.

Creatures: A ship with a tinker gnome captain, half-gnome first mate, and crew of gully dwarves.

☞ **Captain Gnilli:** hp 40 each, see page 253

☞ **Billings, first mate:** hp 34 each, see page 253

☞ **Aghar-at-arms (5):** hp 45 each, see page 261

Tactics: The *Aqua Regis* is just starting to flounder when the heroes encounter the ship. The great furnace that powers the ship had some...difficulties and has set fire to the whole of the lower parts of the ship. The heroes can see, should they venture forward to the rear castle and look through the large sheet of glass, a manic scene of gnomes and gully dwarves desperately trying to put out the fire.

There is a Medium-sized hatch on the port side of the ship, which is an airlock (Knowledge (engineering) check DC 10) that will allow the heroes to enter the ship. Heroes attempting to deal with the fire suffer 5d6 points of damage per round if they are within the areas that are on fire. If the gnome captain and his crew aren't rescued within 20 rounds of the heroes encountering the *Aqua Regis*, the ship suffers major hull breaches and breaks apart. All within take 8d6 points of bludgeoning damage from the splintering timbers and twisted metal. In addition, they will start to drown unless they make a DC 15 Fortitude save (or have access to water breathing magic.)

Should the heroes offer to aid the gnomes and gully dwarves, Captain Gnilli has an *allweathersafetyassuredlifepreservationunit* (a Large rubber enclosed lifeboat with a pedal propeller that is big enough to fit all the gnomes and dwarves). The *allweather* is located towards the forecastle of the ship. Should the heroes manage to put out the fire, Captain Gnilli will be grateful. He promises to offer them a lift the next time they meet. For now however, the fire and additional passengers has depleted their oxygen supply so they are unable to invite the heroes aboard for a ride. By their

calculation they have just enough air for the gnomes to make their way to shallower waters since they are unable to surface at the moment.

PIT OF İSTAR

When the fiery mountain struck İstar as punishment for the Kingpriest's arrogance, the city was sent to the bottom of what is now known as the Blood Sea. Where the holy temple that was built in honor of Paladine once stood, there is now a bottomless pit. It is from this pit that the King of the Deep directs his hordes in anticipation of the battle that will decide the future of the oceans of Ansalon.

FEATURES OF THE PIT OF İSTAR

When the Pit of İstar was created during the Cataclysm, a series of caverns and tunnels surrounding the pit were created as well. These caverns were soon seized by the newly arrived monstrosity that is now known as the King of the Deep and became his lair. Along with the King of the Deep came an entire ecosystem of fish, aquatic plants, and unholy abominations.

Unlike most underground cavern systems throughout Ansalon, the Pit of İstar was not created by millennia of erosion. Instead, a single night of violent tremors and earthquakes resulted in the caverns and tunnels now used by the minions of the King of the Deep. Being underwater, the Pit of İstar is completely submerged. Traces of ancient İstar may be found in some places, such as in **PI 9: Hall of Mosaics**. There are no doors in the Pit of İstar.

KEY TO THE PIT OF İSTAR

Important Rules: Swim skill (See **Chapter 3: Skills** in the *Player's Handbook*); aquatic terrain, underwater combat (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*), and water dangers (see Chapter 8: Glossary in the *Dungeon Master's Guide*).

The most likely way of entry into the Pit of İstar is through **PI 1: Coral Cave** as that's where the dolphins bring them to. The area immediately surrounding the Pit of İstar is crawling with the minions of the King of the Deep so you should dissuade the heroes from going down the pit itself.

PI 1: CORAL CAVE (EL 7)

The heroes arrive in this cavern, brought here by dolphins that refuse to go any further. The cavern floor is filled with all sorts of strange coral formations and hundreds of small silver fish dart back and forth. The heroes' light source reflecting off their silver scales provides an eerie illumination in the cavern.

On the other side of a massive coral wall that divides the cavern in two is a monstrous slug. The slug was once the mount of an elven lord. Disturbed by the heroes' appearance in its home, the slug breaks through the wall one round after the heroes enter, and attacks them.

☞ **Giant sea slug:** hp 90, see page 265.

Tactics: The slug attacks the nearest hero, using its bite.

Development: The slug is trained as a mount and an elf with ranks in Handle Animal can subdue the slug on a successful skill check (DC 15). If subdued, the slug accepts the elf handler as its rider. This might be useful for the heroes when it's time to leave the Pit of İstar.

PI 2: CAVERNS OF HANGED MEN (EL 12 OR 13)

Both these caverns are filled with all kinds of seaweed.

Hidden among the seaweed in the northwestern cavern is the skeletal remains of an yrasda. The yrasda was killed by the kelp anglers hiding in the caverns. In all, six kelp anglers hide among the seaweed in the caverns, three in each cavern. Also hidden in the seaweed covering the northern wall in the northwestern cavern is a small passage leading to **PI 9: Hall of Mosaics** and **PI 10: Howwan's Grave**. A successful Search check (DC 20) reveals the passage.

When the heroes enter the northwestern cavern they are met by a delirious laughter. The laughter belongs to the undead spirit of the slain yrasda. As suddenly as it appeared, the wraith flees the cavern, hoping to lure the heroes away from the cavern and the secret passage leading to **PI 9: Hall of Mosaics** and **PI 10: Howwan's Grave**. If successful, it attacks the heroes as soon as it reaches the other cavern. Otherwise it attacks immediately.

Creatures: Each cavern contains three kelp anglers, devious and carnivorous plants preying on the unwary. They remain perfectly still until anyone comes within five feet of them, at which point they attack with their tendrils. Careful scrutiny of the seaweed-covered walls (Search DC 15) makes it clear that parts of the seaweed are behaving differently than the ordinary seaweed. Furthermore, the undead spirit of the yrasda attacks the heroes in one of the caverns, depending on whether its ruse worked.

☞ **Dread wraith:** hp 104, see *Monster Manual*.

☞ **Kelp anglers (3):** hp 82 each, see page 266.

Tactics: The kelp anglers use their confusion and entangle spell-like abilities before attacking anyone close enough for them to use their tendrils effectively. They try to grapple anyone they hit with their tendrils, inflicting damage automatically in each following round until the grapple is broken.

The dread wraith uses its incorporeal touch on heroes carrying medallions of faith or, if no one carries medallions of faith, on warriors.

PI 3: HALL OF THE BLACK MANTA (EL 12)

This chamber is filled with strange plants, the strangest of which are three large round plants with tentacles drifting in the water. Fish can be seen swimming among the plants lazily picking bits and pieces off them.

The three large plants are very dangerous voracious plants known as giant anemones (use kelp angler statistics). The fish in the cavern are immune to the anemones' poison and so the deadly plants ignore them. They are gathered around the northwestern entrance and they attack as soon as the heroes come close enough for them to use their tentacles. Also present in the cavern is a massive black manta ray, hiding in almost plain sight as it blends in well with the dark stone.

In the southwestern corner of the room lie the bodies of many elves, victims of the manta ray.

Creatures: The manta ray lives in the chamber. For now it ignores the anemones as they serve a purpose.

☞ **Black manta ray:** hp 42, see page 262.

☞ **Kelp anglers (3):** hp 82 each, see page 266.

Tactics: The manta ray lies motionless on the cavern floor, hoping that the heroes leave the room. If they come within five feet of the manta ray, however, it attacks as it feels threatened.

The three anemones remain perfectly still until anyone comes within 10 feet of them and they can reach their victim with their tentacles. If they're successful, they will try to swallow the victim whole, digesting him.

Treasure: Among the bodies in the southwestern corner can be found 200 stl, a small pile of broken or useless equipment, and a piece of coral upon which a map has been drawn. The map highlights areas **PI 12: The Pit of Istar** (marked as "the pit to hell") and **PI 13: Lair of the King of the Deep** (marked as "lair of the twelve beasts").

PI 4: OCHRE JELLIES SHAFT (EL 10)

This cavern is empty and completely devoid of life. In the northern end of the cavern is a shaft that leads up. Five ochre jellies live in the shaft. Legions of lacedons are getting ready to march to battle 30 feet above the cavern.

Creatures: These five ochre jellies are fiendish specimens. They attack if the heroes move into the shaft.

☞ **Fiendish ochre jellies (5):** hp 69 each, see page 264.

Tactics: The ochre jellies attempt to grapple the heroes. If they succeed, they constrict their victims in subsequent rounds.

PI 5. THE INVISIBLE BALLET (EL —)

A breathtaking spectacle meets the heroes when they enter this cavern, as hundreds of multicolored crystals reflect any light source they carry in a multitude of colors. In the eastern wall of the cavern, well hidden by a patch of seaweed, is a small hole that opens to a tunnel leading to the lair of Kaal of the Pits in **PI 6: Kaal of the Pit's Quarters**. This small opening can be found on a successful Search check (DC 20).

The cavern is inhabited by swarms of jellyfish and you should treat the entire cavern as if under the effect of a *cloudkill* spell. As long as the heroes remain in the cavern, they are affected by the effect. The swarms will disperse if dealt 30 points of damage. However, ordinary weapons have no effect. The jellyfish stay in the cavern so the heroes are free of the *cloudkill* effect as soon as they leave.

PI 6: KAAL OF THE PIT'S QUARTERS (EL 14)

Unlike the other caverns, this one has been carved by artisans. The walls are smooth and symbols have been etched into the stone. What appears to be an altar stands in the middle of the room, carved of stone. Two rods glowing sickly green stand upon it. The rods provide shadowy illumination but not enough to light up the entire cavern. On a successful Knowledge (religion) roll (DC 25), a hero studying the altar or the symbols carved into the cavern walls will recognize them as symbols belonging to Zeboim.

In the southern end of the cavern stands a coral chest. If the chest is tampered with, its owner, a powerful spirit naga named Kaal, becomes aware of the heroes' presence in his cavern and leaves the battle above to investigate. He arrives in the cavern four rounds after anyone tries to open the chest. Before he enters the cavern, Kaal casts *disguise self* on himself to make him appear as a water naga. He then enters the cavern and makes his presence known.

Kaal claims that Abooleiddah and Sseipoolah (his words for Apolett and Zebulah) need the heroes' help in the battle against the King of the Deep. If the heroes believe him, the naga leads them to **PI 2: The Pit of Istar** where he knows he stands a better chance against the party.

☞ **Kaal:** hp 95, see page 256.

Tactics: If the heroes don't fall for Kaal's ruse, he casts *divine power* and retreats to **PI 2: The Pit of Istar** where he rejoins the battle that is raging above. He will defend himself if attacked, biting any hero that prevents him from reaching **PI 12: The Pit of Istar** but otherwise ignores the heroes. After all, the loss of his treasure is nothing compared to the promise of spoils of war.

If the heroes did fall for Kaal's trickery, he attacks the heroes as soon as they reach **PI 2: The Pit of Istar**, knowing that the manta ray living there will enter combat as well. He uses his spells, focusing on other spellcasters. Kaal will not fight to the death and retreats if he is brought below half of his maximum hit points.

Treasure: The coral chest contains loot gathered by Kaal throughout the years. A search of the chest yields the following: three arcane scrolls (the first containing *darkness*, *scare*, and *web*; the second containing *contagion*, *dimensional anchor*, and *illusory walls*; and the third containing *dominate person* and *teleport*), 3 vials containing *potions of cure serious wounds*, a pair of red *bracers of armor +4*; 5 topazes (each worth 625 stl), 3 emeralds (each worth 1250 stl); 750 stl in assorted coins.

PI 7: LACEDONS' REGENERATION CHAMBER (EL 13)

The walls of this cavern are covered in black slime and 10 horrible forms can be seen hanging from the ceiling, a rubbery cocoon covering their convulsing bodies. A pitiful moan can be heard coming from the figures within the cocoons.

This cavern is used by the King of the Deep to reform his fallen servants in an effort to constantly replenish his forces with undead abominations. Unless they are destroyed, the dead yrasda warriors inside the cocoons finish their unholy transformation and join the ghouls in **PI 8: Lacedon's Den**. For now, though, they remain dormant and each figure is destroyed if it receives 20 points of damage. Each figure is considered to be helpless while hanging from the ceiling.

The black slime covering the walls is used in the regeneration process therefore destroying it somehow will delay the process until minions of the King of the Deep are able to replace the slime.

Creatures: 10 yrasda warriors who died recently are currently in the process of being transformed into undead horrors. five rounds after the heroes enter the cavern, the yrasda break free from the room, grab their weapons, and head for **PI 8: Lacedon's Den**. They ignore the heroes unless they are attacked.

☞ **Gravetouched yrasda warriors (10):** hp 48 each, see page 265.

Tactics: The yrasda lacedons are trained warriors but the unholy transformation instilled in them a horrible hunger and they want nothing more than to rip out the heroes' throats with their teeth. As such, they use their bite attack throughout the entire combat.

Development: If the lacedons are allowed to leave the regeneration chamber unhindered, they join their fellow lacedons in **PI 8: Lacedon's Den**.

PI 8: LACEDON'S DEN (EL 16+)

As the heroes enter this room read or paraphrase the following:

This room is unadorned save for a massive altar standing in the middle of the room. Made of bones, hide, and skulls, the altar is utterly repulsive and clearly built in the honor of some evil entity. Spread throughout the room are hundreds of bones picked clean. Huddled around the altar are a dozen hideous creatures, muttering and groveling. Standing on the other side of the altar, its arms raised, is an armor-clad figure with gray-green skin etched tightly across its bones, its abnormally long tongue hanging from its mouth.

The armor-clad figure speaks in a loud, booming voice that is clearly not its own: "Now stand, my children, for a new mission awaits. Now has come the time to leave darkness and destroy all that lives in Istar. By right, it has been yours since the Cataclysm! Come out and gather in the pit."

As soon as the armor-clad figure stops talking, the lacedons huddled around the altar rise and start swimming toward **PI 11: The Sea Hags' Den**, ignoring the heroes. If they are attacked, however, they respond in kind. Combat lasts for no more than 3 rounds before the King of the Deep calls his minions to battle. The armor-clad lacedon remains behind, having orders to destroy the heroes.

Creatures: Twelve lacedons and their leader, once a mighty yrasda warrior named Gharla, have made their final preparations for the battle and the 12 lacedons leave as soon as the King of the Deep, through Gharla, finishes his speech. Gharla remains behind and attacks the heroes.

☞ **Mob of gravetouched warriors:** hp 150, see page 267.

☞ **Gharla:** hp 112, see page 255.

Tactics: The lacedon mob ignores the heroes unless they are attacked in which case they attack with their bites. Combat with the warriors lasts for a maximum of three rounds before the King of the Deep commands them to swim away. Gharla, however, attacks the heroes with glee, swinging her greatsword with great proficiency. She uses her *smite good* ability on the first two rounds, focusing her attacks on warriors or anyone carrying a medallion of faith.

PI 9: HALL OF MOSAICS

This strange chamber looks like it has been ripped out of an Istaran palace. Hundreds of mosaics depict scenes of ancient Istar but they have all been defaced or destroyed. One mosaic stands out from the rest. More recent and less elaborate than the rest, this mosaic depicts what must have been 12 minor priests with a creature out of nightmares leaping from their heads.

In the center of the room is a large pit filled with thousands of bones gathered by the minions of the King of the Deep throughout centuries of battles for the dominance of Istar. The King of the Deep uses the bones to replenish his undead forces when needed. A coral door in the eastern wall leads to **PI 8: Lacedon's Den**.

PI 10: HOWWAN'S GRAVE (EL 12)

In the middle of this otherwise unadorned cavern lies a stone sarcophagus. Within it lie the earthly remains of an elven lord killed by the King of the Deep. The King ordered the sarcophagus built and the elven lord put in it. He then raised the elf's soul as a restless spirit. The ghost has served him since. In the southern end of this cavern is a shaft that leads upward to Istar.

As soon as the heroes enter the cavern, the ghost of Howwan rises from his grave and says in a shrill voice:

Fools! You have come too far into the demon's den. Soon you will meet your deaths. I once undertook your mission, and now I have been banned from the decency of a true death. Beware, for he..."

Before the ghost of Howwan can finish his sentence, he convulses as his appearance changes into that of a monarch in splendid armor holding a sword of light. This is actually the King of the Deep who has taken control of the elf lord's soul.

Come now and join me. Your destiny lies not with the elves, but with the ultimate power. Abandon your foolish plan to destroy me. Come up the pit and lead my hordes forever..."

The figure then starts ascending the shaft. The ghost floats up to the ruins of Istar and to where the hordes of the King of the Deep are gathered. The heroes may elect to attack the ghost before he finishes his monologue. If that happens, the ghost tries to flee toward **PI 12: The Pit of Istar**. If the heroes manage to destroy the ghost, he cries out:

You have destroyed the King of the Deep! But all is not over yet, for I curse you all and your descendants. My hordes are now free and will roam the undersea and torment all life"

The King of the Deep is not dead, but it is trying to fool the heroes into believing he is. He feels that the heroes could be a threat and uses the ghost of Howwan to try to convince the heroes that they have won.

☞ **Howwan:** hp 80, see page 256.

Tactics: Howwan is not interested in a direct confrontation with these heroes that his master is going through so much trouble to keep away from its lair. However, if combat is unavoidable he uses his *corrupting gaze* and *frightful moan* abilities to dissuade the heroes from harming

it. He knows that he stands little chance of actually hitting with its sword so he focuses on the abilities that may have an impact on the heroes.

Development: Naturally, it is not recommended that the heroes actually follow the ghost all the way up to the ruins above as that would be certain death. The battle itself is beyond the scope of this adventure and therefore has not been detailed here. The appearance of the King of the Deep should be an indication to the heroes that the spawn of the Abyss is concerned about their presence in the Pit of Istar and this may boost their confidence.

Pİ 11: THE SEA HAGS' DEN (EL 14)

This cavern is a veritable menagerie of horrors. Strewn throughout the chamber are numerous corpses in varying states of decay. Some of them are missing limbs while others show clear signs that something has taken bites off them.

In the middle of the otherwise unadorned room three ugly green-skinned crones are gathered around a stone slab upon which lies the body of an elven warrior, his chest ripped open by some beast. The crones are busy arguing among themselves, the source of their argument a wooden stick. The crone holding the rod utters a blood-chilling scream and in a deep, croaking voice she reads the runes on the side of the rod, the result being a small fizzling sound. The three crones laugh horribly and then they start fighting among themselves.

Creatures: Three sea hags call this chamber home and the corpses strewn throughout the chamber serve as their food. The three hags have just returned from the battleground with their latest prize, an elven officer, and are now arguing among themselves over the rod one of them is holding. They haven't noticed the heroes yet but unless the heroes take any actions to ensure that they remain hidden, the hags notice them after three rounds of fighting each other, attacking their new dinner.

☞ **Fiendish sea hag priestesses (3):** hp 61, see page 265.

Tactics: Two of the hags start combat by casting *summon monster IV*, summoning fiendish sharks. They then spend the next two rounds casting *inflict* spells before resorting to their claws.

Treasure: Between the many corpses and the elven officer lying on the stone slab, the heroes find the following: a +1 *longsword* made of coral; a masterwork suit of scale mail which is now useless; 3 alexandrites each worth 650 stl; 2525 stl. The stick the hags were fighting over is a *wand of fireballs* (CL 8th) with 13 charges left.

Pİ 12: THE PIT OF İSTAR (EL 9)

An immense whirlpool fills this shaft, its winds fueled by abyssal energy. Despite the inhuman power of the whirlpool, sinister shapes can be seen swimming against the current, headed for the top of the shaft. At the top of the shaft floats a horrible creature that is part fish, part squid, part crustacean, all evil. This is the King of the Deep.

Any hero swimming along the ledge leading to P11: **The Sea Hag's Den** runs the risk of being sucked into the whirlpool. For the purposes of this scene, the whirlpool is treated as a tornado. Each hero must make a Fortitude save (DC 25). Failure means that the hero is sucked into the tornado and is tossed around for 1d10 rounds, taking 4d6 points of damage each round before the hero is spit back out

onto the ledge. Success means that the hero has managed to avoid the strong currents created by the whirlpool. The heroes can reduce the risk of being sucked into the whirlpool considerably by tying a rope to another one, thus reducing the save DC to 15.

Pİ 13: LAIR OF THE KING OF THE DEEP (EL 19)

This gigantic chamber is the lair of the King of the Deep. It is also the heroes' destination. This is where the final strike against the monstrous leader of the evil hordes battling the sea elves is to be made. Apoletta has instructed the heroes that the only chance they have of destroying the King of the Deep is to find the receptacle holding the King's spirit.

The cavern is massive, nearly 100 feet from the ledge where the heroes enter and to the opposite wall. In the middle of the chamber is a large depression filled with dark algae.

On the northern side of the cavern stand twelve ornate thrones made of gold and covered with lime. Seated on the thrones are twelve statues dressed in priestly garb and holding maces with heads shaped to resemble dragons' heads. The statues' brightly glowing eyes stare straight ahead, the only obvious sign that these statues are anything but ordinary statues.

These statues are actually the petrified forms of twelve priests serving the Church of Istar whose dark and twisted minds gave birth to the monstrosity that is called the King of the Deep. When the Cataclysm struck, the souls of these twelve priests were hurled across time and space and into the Dark Queen's court. Satisfied that they could help her, Takhisis bade the souls venture to Istar and spread her evil from the cursed ruins. They now serve the King of the Deep as his guardians. Indeed, if the death statues, as they are now called, are destroyed, the King of the Deep will perish as well.

Creatures: These twelve statues make up the group of priests whose evil minds conjured forth the King of the Deep. They are also mystically connected to the evil monstrosity. So much so, in fact, that their death will mean the end of the King of the Deep as the mystical bonds that keep it alive are cut. Well aware of this fact, the death statues will rise to defend themselves and each other as soon as any person other than the King of the Deep comes within 20 feet of any of the death statues. The King of the Deep becomes aware of the heroes presence in his lair as soon as the first death statue rises from its throne but he is currently too busy leading the evil hordes above that he cannot interfere.

☞ **Death statues (12):** hp 108 each, see page 263.

Tactics: The death statues focus their attacks on divine spellcasters first, arcane spellcasters second, using their maces' ability to disrupt divine energy. The death statues share a mystical link with the King of the Deep and with each other, so they always know what condition each other is in. As such, the death statues respond quickly if one of their own is in trouble, knowing full well that the destruction of a single statue weakens the King of the Deep.

Development: Destroying the death statues means destroying the King of the Deep. If the heroes manage to destroy all twelve statues, refer to **The King of the Deep in Things that Happen in the Pit of Istar**.

THINGS THAT HAPPEN IN THE PIT OF İSTAR

The following scenes occur during and after the battle for Istar.

THE BATTLE FOR İSTAR (EL 12)

This scene should be run once the heroes have defeated the King of the Deep and have escaped the pit. Read or paraphrase the following:

As you make your way out of the Pit and into the city you see chaos all around you. Bodies of sea elf warriors and Dragonarmy invaders float through the streets caught in currents. Here and there knots of warriors located above you dart through the water looking to out maneuver their opponents. One figure speeds through the water in your direction. It is Apoletta. As the beautiful sea maiden approaches she speaks to you, her words muffled in the water, but still clearly audible.

"Your defeat of the King of the Deep has been a monumental success! All of the leviathan's undead creations have fallen. However, our forces are still sorely pressed against the sea dragons of the Dragonarmies. The dark-haired woman in blue armor is leading a front against our elves and we need your assistance. If you could defeat her I'm sure we can turn the tide of this battle yet!"

The Situation: Apoletta is asking the heroes to eliminate the Blue Dragon Highlord. If they are successful she believes that it would destabilize the Dragonarmies incursion into Istar. Apoletta will remind the heroes to call for their dolphins and lead them to the battle where the Blue Dragon Highlord is leading her Dragonarmy forces against the sea elves.

Creatures: The Blue Dragon Highlord is actually Gildentongue in disguise or, if Gildentongue perished, it is a Kapak draconian in disguise. The imposter Highlord is riding on the back of Darktide, a sea dragon. Fighting alongside the leader are a platoon of sahuagin.

☞ **Gildentongue:** hp 114, see page 239.

☞ **Darktide:** hp 276, see page 255

☞ **Sahuagin warriors (7):** hp 37, see page 268

☞ **Sea elf warriors (3):** hp 64, see page 270

Tactics: When the heroes arrive they will find a great battle in progress. Knots of sea elves are battling against sahuagin and yrasda. They easily spot Highlord uth Matar riding a sea dragon. The encounter begins with the heroes 100 feet from Gildentongue. At that point Gildentongue will recognize the heroes and move Darktide to attack them.

These opponents favor swarm tactics, moving in quickly to surround the heroes and isolate them from each other. Gildentongue (or whoever replaces him) focuses on using Darktide to deliver great blows upon the stronger-looking heroes. He casts spells when necessary, holding up his hand and pretending to use Kitiara's spell-storing ring. A DC 30 Knowledge (arcana) check will reveal to the heroes that the ring is not the source of the magic; the Highlord is.

Development: If the heroes defeat Gildentongue and his dragon, the Dragonarmy forces will start to destabilize and within five rounds they will flee the battlefield.

A CELEBRATION (EL 12)

Run this encounter if the heroes are victorious in the battle against the Dragonarmy invasion. Read or paraphrase the following:

It seems like years since you have experienced any celebration such as this. Two days ago you had your first real battle against the Dragonarmies and you won! Instead of fleeing overwhelming danger, you finally had a chance to stand your ground and prove yourself.

All around you sea elves dressed in sheer silk clothing, a sign of respect for the heroes, walk by. The grand feasting hall you now stand in seems like that of an ancient royal court. An antique table covered in plates of strange aromatic dishes lies at the center of the room. Sea elves play a strange melody with instruments carved from shells. All around the room other elves smile and nod in your direction.

The Situation: The characters are being celebrated as heroes among the sea elves. They have been given fine new clothes to wear and any supplies the sea elves have managed to scavenge from lost ships.

Development: The elves would like the heroes to remain in Istar for as long as they like. They promise to find them the best accommodations and provide for their every need in exchange for their skill in defending the ruins. During the celebration you can inform the heroes that there is a rumor floating around that the day they arrived there were reports from schools of fish that a strange man with a glowing stone in his chest was walking beneath the waves! He seemed to be headed to the north.

Treasure: As far as supplies go, Istar was a great and powerful city. The sea elves have managed to scavenge many items, both mundane and magical from the ruins over the decades. If there is an item the heroes have yet to acquire that was previously made available (either because the heroes did not manage to go to the right area or because they failed to overcome a challenge that ended with the item as a reward) this is the ideal place to have it rewarded to them. Good examples here include a *dragonlance*, a *dragon orb* (Zebulah's one), or any of the items Alhana offered the heroes in **Chapter 9: Dreams**. You may also introduce any divinely powered minor artifact you choose, as long as it fits the story and the heroes' backgrounds and abilities.

LEAVING THE RUINS OF İSTAR

Once the heroes have decided to leave the sea elves will provide them with dolphins to take them to the shipping lanes to the north and east of Istar. They will have to wait three days while the sea elves make a thorough search of the ruins for sahuagin and yrasda. From there the heroes should be able to find passage to the Isle of Saifum. An island they say is populated by honest land walkers.

The dolphins will travel for two days with the heroes before they discover an abandoned dingy large enough to carry the entire party. Inside the dingy are two oars. The heroes are only a day or so away from the Isle of Saifhum that lies to the west. After the dolphins leave, the heroes will discover a page from a ship's log lodged under one of the seats.

... Will ever be found by another, I don't know, but I hope that my experience might yet save someone.

Days ago, we sighted the Reaver's sail on the horizon. He is the terror himself. Should he catch us we knew all would be put to the sword. Could not outrun him so Kelmar turned us into the storm's edge. Even that did not stop *The Butcher*! Three days he pursued us. Kelmar takes us toward the dark heart of the storm itself. At last the Reaver is gone. But had we doomed ourselves to the Maw of Zeboim? We are caught in the Maelstrom! Yet Kelmar was not done with his tricks yet. Once he had heard of a captain who had escaped the whirlpool.

To the crew's terror, he turned the *Illhawk* abroad the rush. Only Shirkuth's, Terden's, and my swords kept them from tossing him overboard, so sure they were he would swamp us. But like a cork, the old lady shot from the Maelstrom and back into the storm. We had ridden the whirlwind, but not without damage—all our spars were broken and the mizzenmast snapped.

In the dark of the storm and the waves we sought some refuge and sighted a small island. There we set anchor and turned ashore. Woe to all of us! What we thought to be a sheltered cave opened wide and we found ourselves staring into an eye the size of a man. Black tentacles rose from the waters and flailed at the crew. We had landed on the back of some monstrous horror and it snatched the crew from its back and the ship's deck as if picking berries. Then two monstrous claws cracked the lady's hull and all was lost.

Only I escaped in this leaky dingy, drifting away with the rest of the debris. I have drifted out of the storm and the sun has baked my brains. My tongue is swollen black. They have all gone, my mates. Now I go to join them...

The following morning the heroes will spot a ship on the horizon, a caravel similar in design to the *Perechon*. Although, as the ship draws near, the heroes can see this ship is flying black sails. The ship that has arrived is none other than *The Butcher*, captained by the notorious pirate lord Mandracore.

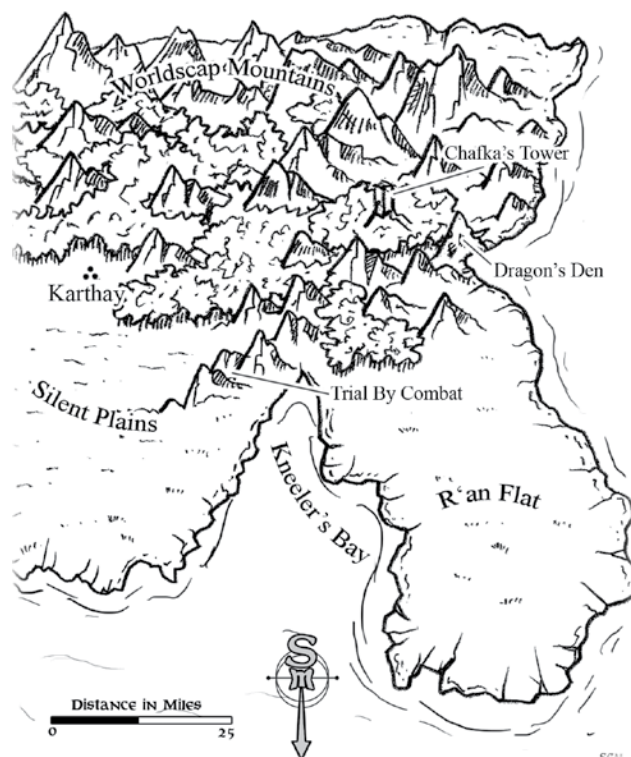
As the ship pulls within range you can see a name scrawled on the side, *The Butcher*. A row of ugly faces lean over the railing smiling maliciously. A large shirtless half-ogre with a red bandana on his head says, "Ahoy there, mates. Like the dingy. Mind if we borrow it?" The rest of the men laugh aloud. "Blimey, bring Maq out here and see if this is the ship she lost." The crew laughs again and Maquesta is shoved forward up against the railing.

At first she looks troubled and despondent, but upon recognizing you she seems to get a twinkle in her eye and a self-assured smile crosses her face and she says, "Well, by Zeboim's 20 teats. It looks like I just found my champions."

The Situation: the pirate lord Mandracore that controls these waters captured Maquesta, Koraf, Fritz, and Lendle. When he captured them, he made the mistake of parading his prisoners around the town of Kalpethis (Morthosak, to the minotaurs) in front of a number of other pirates. Maq publicly challenged Mandracore to a Trial by Combat for the position of pirate lord. Likewise in public, he stipulated that if she could find enough champions to fight along side her he would agree. Then, the villain took to sea with Maquesta and her three companions assured that she would not be able to find them on the open water. In less than a day Mandracore had planned to make Maquesta, Koraf, Fritz, and Lendle walk the plank!

Development: The gods work in mysterious ways, and once again Fate has guided the heroes to where they are most needed. Mandracore will have to agree to the trial by combat now that Maquesta has found her champions. The half-ogre angrily agrees to the combat and *The Butcher* sets sail for the Island of Karthay. Although Maq is tempted to use the heroes to take over the ship she would really prefer that the heroes allow her to regain her honor among the pirates. She has faith that with their help she would have no problem becoming the next pirate lord of the Blood Sea.

Isle of Karthay



THE ISLE OF KARTHAY

The Blood Sea Isle of Karthay was one of the most influential and powerful regions of Istar before the Cataclysm. Before the fall of the fiery mountain the land was part of the province of Falthana, a province that was renowned for its engineering marvels. The nation had always had a prominent number of gnomes among their population until many were driven out during the final years of the Kingpriest's rule. The entire region was covered in thick jungle vegetation and dotted with many towns and villages. The capital city of Karthay was both imposing and inspiring, boasting unique architectural works and amazing clockwork devices. When the Cataclysm struck, Karthay was shaken to its foundations as the Worldscap Mountains shook in the resulting shockwaves. Thousands died, and within a year Karthay had been abandoned. The verdant jungles to the south of the capital had been shattered by a stray piece of the fiery mountain destroying any living thing and leaving a barren lifeless plain. The newly formed island simply became known as Karthay in reference to the once great city that now lay in ruins there.

TRAVELING OVER THE ISLE OF KARTHAY

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); Forest terrain and Weather (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*).

As the heroes first arrive on Karthay, they will pull into Kneeler's Bay and make their way up through a mountain pass to the west across a southern branch of the Worldscap Mountains. They will travel for about a day before arriving at the ruins of a small forgotten town hidden away upon the mountains. From there the heroes will be drawn farther inland into the jungles of Karthay in search of Berem and finally into the peaks of the Worldscap.

WEATHER

The Isle of Karthay is the most tropical of all the Blood Sea islands. During the summer months the island is sweltering. It rains on a daily basis, but it only serves to increase the oppressive humidity of the region. Travelers dressed in heavy armor or thick clothing will suffer from heat exhaustion if not careful. The nights are just as hot and humid in the jungles. In the mountains the heat dissipates, but only because severe winds caused by the heat of the jungles and cold air from the sea mix to cause unpredictable updrafts. Climbing mountains above 1,000 feet can be near impossible given the windstorms that occur regularly in the region. During the winter months the temperature and humidity are only less forgiving.

FLORA AND FAUNA

Karthay is teeming with dangerous creatures and plants. Many predatory animals grow strong and large here. Dire animals of any kind are common here. The jungles are filled with large cats, a variety of poisonous snakes and insects, colorful birds, gorillas, and other primates. There have also been reports of giant lizards and other ferocious reptiles, some that stand as tall as towers!

The vegetation of the jungles can both be lifesaving and deadly. Various fruits and healing herbs can be found throughout the jungles. Allowing someone to live off the land quite easily by simply foraging for food (provided they can defend against the other more deadly inhabitants of the island). Likewise there are a number of poisonous plants and plant creatures that thrive in the jungles off the bountiful number of small creatures that live in throughout the island.

PLACES TO VISIT ON KARTHAY

The island of Karthay is largely uninhabited by any civilized folk. Pirates are probably the most civilized people to visit the island. The reason for this is because of the dangerous creatures that inhabit this land. Bands of bestial Thoradorian minotaurs, purple worms, terrifying plant creatures, and worse prowl the jungles and hunt along the shores. However, the island is rife with small scattered ruins holding much promise of treasure and adventure.

KNEELER'S BAY

Located to the southeast of the Ruins of Karthay, separating the southern plains of the island, lies a vast bay the pirates of the Blood Sea have named Kneeler's Bay. As legend goes, minotaur marauders sailed into the bay on stolen ships in the aftermath of the Cataclysm. They encountered humans that had fled from the destruction of Karthay looking for a way off the island and back to civilization. The humans pleaded with the minotaurs on their knees, begging for their help. The minotaurs, former slaves of the humans, let the humans plead for hours before they finally had their fill and systematically slaughtered the lot of them. Now the pirates use this bay for much the same reason. Captured prisoners are often taken here and allowed to plead for their lives or they are abandoned here and forced to survive the dangerous jungles alone. This is also a popular landing site for pirate ships heading inland to nameless ruins where they hold their trials by combat.

WINSTON'S TOWER

This tall thin tower was once part of a larger fortress in the southern jungles of Falthana. After the Cataclysm most of the fortress crumbled away into the sea, while this tower remained. The tower stands a mammoth 130 feet high. The six-sided metallic tower is surrounded by a broken wall and a ramp that spirals around the tower to a height of 80 feet.

Inside the tower is typical of what one would expect of a tower of gnomish design. Gear, levers, buttons, lifts, automatons, moving stairs, and all manner of contraptions, both dangerous and benign are spread out through the various levels. The top of the tower is crafted from elaborate glass facets in the shape of a rosebud. Legends claim sailors have seen the top of tower shine on stormy nights, but no one has ever been found to inhabit the tower.

SILENT PLAINS

The lands south of the ruins of Karthay are a desolate and sandy plain. A gritty wind scours exposed flesh and stone. Here and there are collapsed highroads that once cut through the thick jungles, now fallen and broken. Crumbling stone buildings dot the region. There is little life abroad, save for swarms of locust grazing on small patches of grass, and the sand lizards that hunt them.

RUINS OF KARTHAY

The ruins of Karthay are spread out for nearly five miles. Most of the ruins have been covered in thick jungle vegetation that has grown over the ruined buildings. So it is sometimes difficult to tell where the jungle ends and the ruins begin. At the center of the city lies one structure that was not entirely destroyed, a small artificial plateau a mile wide at its base and a quarter of a mile at the top. Streets and buildings once ringed the sides of the mountainous structure, but now lay in shambles at its base. Great lifts known as “people movers” used to carry folk from the top to the bottom, but these lay rusting and broken. At the top of the plateau lie the ruins of a vast fortress, the centerpiece of Karthay. A broken infrastructure of great metallic beams surrounded by stone are the only signs of this once great marvel. Legends claim that the ruins once housed a university of great learning with plans and blueprints of some of the greatest inventions ever seen to the world. The ruins have been scoured by gnomes throughout the ages, but the vault of knowledge has never been uncovered.

WORLDSCAP MOUNTAINS

Towering above the island of Karthay are some of the tallest mountains in all of Ansalon, the Worldscap mountains. These snowcapped, windy mountains, cut by rugged gorges and twisting fjords are rife with jungle creatures at the base and the fabled Kyrie in their lofty peaks. Winds howl among the canyons. The jungle reaches up the slopes to about a thousands feet above sea level, but then fall way to snowy cover.

PEOPLE TO MEET IN KARTHAY

The following short biographies detail the primary antagonists in Karthay.

LADY LENGSTRIEN

**NE female civilized human fighter 10/dragon rider 3/
dragon highlord 2**

The Lady Lengstrien appears to be a slight human female of noble bearing. She prefers to wear a wide brim hat with a thin veil that she says protects her from the “biting bugs” of the island. Her story is that she was on her way from Kalamon to Saifhum for an arranged marriage. Her companion Ariumus, the Blue Wizard, was to see she arrived safely at her destination. She seems friendly and naive. When speaking with her companion, they tend to discuss things in Solamnic.

The Lady Lengstrien is actually the Dragon Highlord Kitiara uth Matar. She is hoping to insinuate herself into the party, allowing her an opportunity to whisk Berem out from them. Depending on which heroes are present depends on how well Kitiara can fool them with her disguise. Should Tanis, Caramon, or Raistlin be in the party as player heroes, she can be often found staring at them. Those three characters receive a +4 bonus to see through Kitiara’s disguise, although for various reason they may not say anything immediately. *Starting Attitude:* Friendly.

ARIUMUS, THE BLUE WIZARD

LE old blue dragon (alternate form)

The Blue Wizard appears to be a human hailing from Solamnia, complete with a Solamnic-style moustache. He wears robes of varying shades of blue. The Blue Wizard is the only person who Lady Lengstrien will talk to, and then only in Solamnic and using whispers. If pressed for information, the Blue Wizard claims to be only a minor magus, who specializes in magic dealing with illusions and tricks of the light. (He will usually only speak directly to the heroes if he has had a chance to drink from Lady Lengstrien’s water skin that is conveniently filled with doses of *potion of glibness*.) The Blue Wizard is a disguised Skie. He, like his mistress, is waiting only for the opportunity to snatch Berem out away from the heroes. Often, Ariumus is found staring at the Lady with a caring yet worried expression on his face. *Starting Attitude:* Indifferent.

RANDOM ENCOUNTERS ON KARTHAY

The chance for a random encounter is 20% while traveling in Karthay during the morning and afternoon. The chance for a random encounter during the evening or night is 35%. If an encounter is determined, use the following table.

d%	Encounter	Average EL
01-10	Hellwasp Swarm	10 or 11
11-30	Minotaur legionnaires*	13
31-55	Walking Wood	11
56-60	Arachnid Ambush	11
61-69	Thoradorian minotaurs*	15
70-00	Kyrie Hunters*	13

Encounters marked with an asterisk (*) can be played more than once.

HELLWASP SWARM (EL 10 OR 11)

The Situation: The heroes encounter a dead dire tiger, surrounded by thousands of ruby-red insects, which fill the air and cover a great deal of the dead cat’s body.

Creatures: Two swarms of hellwasps.

☞ **Hellwasp swarms (2):** hp 93, see *Monster Manual*

☞ **Dire tiger:** hp 120, see *Monster Manual*

Tactics: The two swarms are currently in the process of inhabiting the body of a dead dire tiger. They have only just come across the body when the heroes stumble into them. The hellwasp will split into 2 swarms, the first will remain with the dire tiger and the other will surge forward, seeking to inhabit one of the heroes.

MINOTAUR LEGIONNAIRES (EL 13)

The Situation: The heroes encounter a well-organized party of minotaurs that are hunting for a group of kyrie to take back to Mithas as trophies for the Emperor, Chot Es-Kalin.

Creatures: Seven minotaur fighters and a priest of Sargas.

☞ **Minotaur legionnaires (7):** hp 67 each, see page 267

☞ **Priest of Sargas:** hp 45 each, see page 268

Tactics: As soon as battle is imminent, the priest of Sargas will use his *wand of bull's strength* to grant as many of the minotaur fighters a +4 bonus to their Strength as he can before he suffers any damage. The minotaur fighters will initially crowd around the priest, giving him total cover (50% miss chance), only attacking those characters that come within five feet of them until the priest has finished empowering them. After that, they wade into the party.

Development: The minotaurs will likely question the party about their movements and why they are on Karthay and will be highly skeptical of all answers given. The minotaurs have a starting attitude of unfriendly. Unless persuaded otherwise, the minotaurs are likely to get tired of the 'lies and half-truths of lesser races' and seek to dispatch them.

WALKING WOOD (EL 11)

The Situation: As the heroes make camp they are surprised to find that one of the trees near their camp is a mighty vallenwood, supposedly only found in the vale of Solace in far away Abanasinia.

Creatures: A vallenwood treant priest of Zivilyn.

☞ **Phailen:** hp 147, see page 258

Development: Phailen is a Branch of Zivilyn, and is eager to hear the any of the tales that the heroes wish to tell him. He will pay for such knowledge with healing spells and a guaranteed safety for the heroes' encampment for that night or possibly more, depending on how stirring and interesting the heroes' tales are. The heroes can ask Phailen for information about the locale, Karthay and other local points of interest, and he is willing to trade information for stories. Phailen knows of the minotaur and kyrie battles in the area and of the barbarian minotaurs. He will also tell the heroes that there was a man matching Berem's description that passed through this vale a day ago, but when Phailen approached him the man ran off.

ARACHNID AMBUSH (EL 11)

The Situation: This part of the Karthay jungles is home to an ever-hungry colony of whisper spiders, who have used their webs to hamper all movement in their hunting range.

Creatures: A colony of whisper spiders.

☞ **Whisper Spiders (5):** hp 60 each, see page 272.

Development: The whisper spiders are savvy enough to know that creatures are going to be wary of all the webs in the trees. So as a distraction, one of the spiders will loiter in an obvious place, not so much as drawing attention to itself but not bothering to hide, while the other whisper spiders hide in the tree above. Should the webs be set alight, the spiders will rush out of the trees and surge forward to the party, attacking the characters that set the webs on fire before others.

THORADORIAN MINOTAURS (EL 15)

The Situation: The heroes are attacked by a trio of hungry Thoradorian minotaur barbarians that have been stalking the party for a few hours.

Creatures: Three barbarian minotaurs.

☞ **Whitemane:** hp 149, see page 259

☞ **Thoradorian barbarians (2):** hp 126 each, see page 271

Tactics: Whitemane (named for the white ring of fur around his neck), the trio's strongest and their leader, plans to use hit and run tactics to weaken the party. The minotaurs will charge into battle, using their devastating charge. They spend no more than three rounds within the party's ranks, using Power Attack to cut down one or two of the heroes, before retreating as fast as possible back into the jungle. The minotaurs will likely do this over a number of encounters, seeking to whittle the party down until at least one of them dies and is left behind. At that point, any remaining minotaurs will linger in the area to feast on the kill.

KYRIE HUNTERS (EL 13)

The Situation: A party of kyrie warriors is looking for minotaur incursions into their lands.

Creatures: Seven kyrie warriors.

☞ **Kyrie hunters (7):** hp 40, see page 266

Tactics: Spotting the adventurers, the kyrie will swoop down to check for minotaurs. Once they have determined that there are no minotaurs in the party, the kyrie will tentatively approach the party to interrogate them on the movements of any minotaurs they might have seen in the area. If the party has a minotaur in the group (Koraf for example), the kyrie immediately attack and must be persuaded that this minotaur is no threat to them or their aeries (DC 25 Diplomacy).

THINGS THAT HAPPEN ON KARTHAY

The heroes begin their time on Karthay by taking part in Maquesta's Trial by Combat versus Mandracore in the first scene **Trial by Combat**. Then that night they spy the minotaur camp in the scene **Night Fires**. After that they begin the search for Berem where you can start to integrate some random encounters. The scene **Doom from Below** should be used to help ingratiate Kitiara and Skie into the party. Following that, you can include more random encounters while the heroes make the journey to the scene of **Chafka's Tower** and their final destination of the scene of the **Dragon's Den**.

TRIAL BY COMBAT (EL 15)

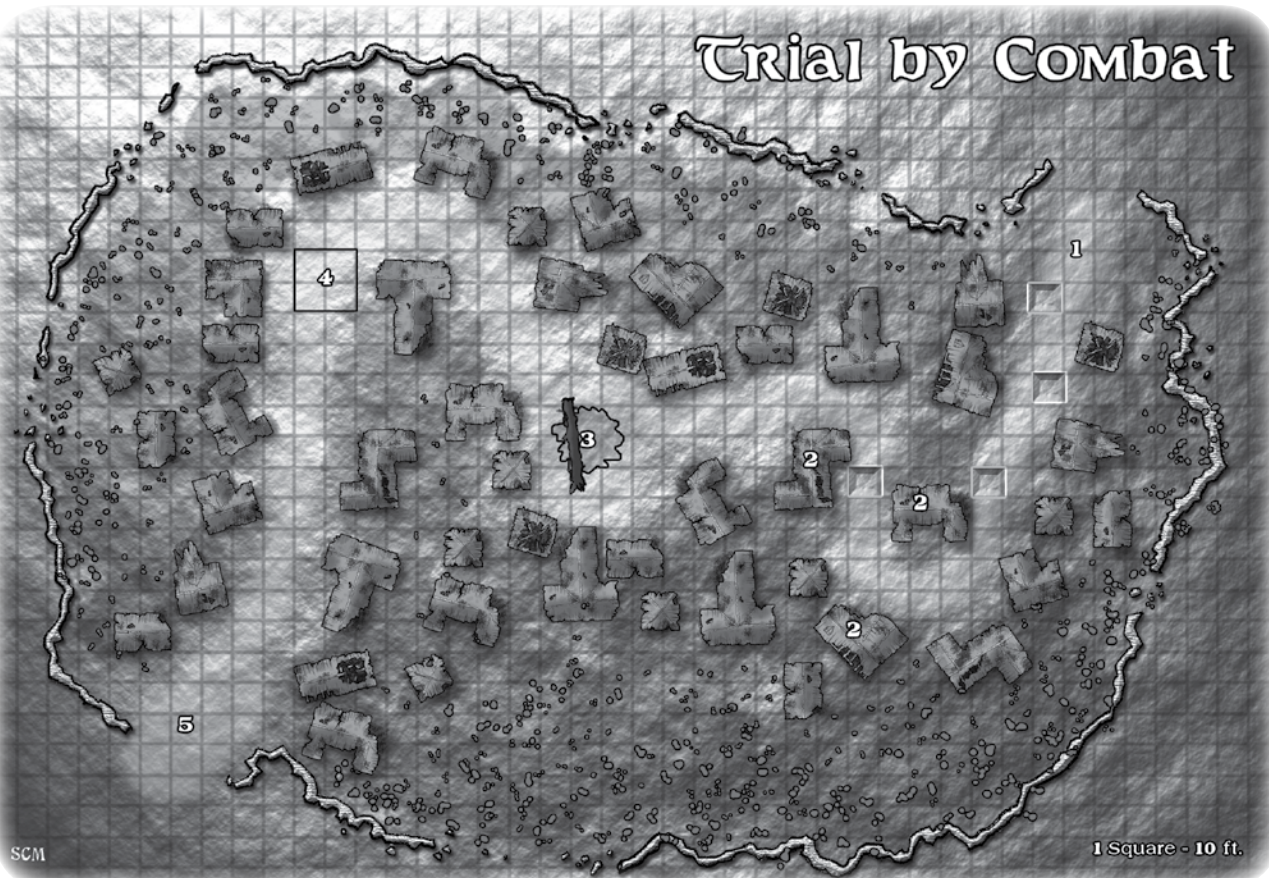
Read or paraphrase the following:

You had barely pulled into Kneeler's Bay of Karthay when Mandracore starts barking orders to his men to make camp and scout out the area. A number of his crew begin preparing the longboats and disappearing overboard. One crew begins assembling what appears to be a bonfire while a second crew heads towards a nearby range of mountains.

The Situation: The characters have survived the perils of the Blood Sea only to get themselves caught up in the rivalry between Maquesta Kar-Thon and the pirate Mandracore the Reaver. They have agreed to assist Maquesta in a Trial by Combat against Mandracore.

The rules for the Trial are simple—two equal groups of champions must make their way to a ruined town within a narrow valley from opposite sides. Mandracore's group acts as defenders and he must prevent Maq and her champions from

Trial by Combat



obtaining three rings and reaching the gate on other side of the ruins. If he manages to kill or incapacitate Maquesta and all of her champions he wins. If Maq and her group can obtain all three rings and reach the gate, she wins. As an extra spice to the Trials, if Maq's champions win, she becomes chieftain of the pirates. Of course Mandracore, being the scurvy dog he is, will cheat.

Development: The battlefield chosen for the Trial by Combat is a jungle-covered ruin on the Isle of Karthay. The ruins are a hodge-podge of buildings in various states of decay, set in one of the many forests and jungles that dot the island. The heroes are taken to the island but are not allowed on land until the following day. Mandracore has sent a 'scouting party' ashore. In reality, the scouting party has been given instructions to set up various traps in the ruins and prepare for the following day's Trials.

Mandracore will insist that Lendle remains behind at the beach with half of his men, as insurance that Maquesta's champions play 'fair'. Everyone else will travel for half a day through the jungle and into the foothills to the ruins. The ruins are pretty standard, consisting of a single main street lined by ruined homes. The street weaves through the ruined town, turning almost a complete 90 degrees from the entry point to the exit point. At points along the trail from the beach to the ruins, Mandracore has instructed his pirates to erect signal pyres, which one or two of his pirates' man. At the ruins themselves is another pyre, which Mandracore will say is for feasting the winner.

Mandracore has no intentions of making the Trials fair, and has already dispatched several of his men into the ruins to act as reinforcements for his champions, should they need

it. Mandracore will use the tactics of divide and conquer against Maq's champions, seeking to use a number of the traps and features of the ruins to split the champions up, making it easier for his forces to kill them.

Should Mandracore's champions win, he will leave the characters here. Should Maquesta's champions win, Mandracore's men immediately take off as soon he falls, lighting the beacon as they pass it. They head back to the beach. The beacon, once lit, is the signal that things have gone badly and tells the pirates on the beach to flee, taking the boats back to the ship and set sail as soon as possible. Those pirates that were guarding Lendle flee as well.

TbC I ENTERING THE RUINS (EL 11)

☞ **Camouflaged Pit Trap (6):** CR 4; mechanical trap; location trigger; manual reset; DC 20 Reflex save avoids; 50 feet deep (5d6 fall); multiple targets (first target in each of two adjacent 5 foot squares); Search DC 24; Disable Device DC 19.

☞ **Advanced Dire Lions (3):** 100 hp each, see page 261

Development: This encounter happens just as the heroes begin to enter the ruins. Mandracore has had several pit traps planted in the trail and the road just inside the ruins. To make matters more interesting, he also let loose a couple of dire lions not long after the heroes left on the Trial by Combat. The dire lions will stalk the heroes and pounce on them, using local jungle trees and part ruined buildings to gain height. One of the dire lions has been placed within one of the pit traps, making for a nasty surprise should any of the heroes fall into it.

TbC 2 Ambush! (EL 11)

☞ **Slig Champions (4):** 46 hp, see page 270

☞ **Built-to-Collapse Walls (2):** CR 6; mechanical trap; timed trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +20 melee (8d6, stone blocks); multiple targets in a 10-by-10 foot area); Search DC 14; Disable Device DC 16. CR 6 or 8

Development: A few rounds after the heroes have entered the ruins and are investigating some of the ruined buildings, a group of sligs will start sneaking about, trying to lure the heroes into certain buildings where they have set up walls to collapse. The sligs play cat-and-mouse with the heroes, getting them into position for the walls to take effect.

TbC 3 Middle of the Ruins (EL 14)

☞ **Pirate Warriors (10):** 32 hp, see page 268

☞ **Opaque Cloud (2):** CR 4; mechanical trap; proximity trigger; hidden switch bypass (Search DC 25); manual reset; never miss; smokesticks (creates a 30-by-30 foot cloud); Search DC 25; Disable Device DC 22. CR 4 or 7

☞ **Advanced Dire Lions (3):** 100 hp each, see page 261

Development: In the middle of the town lies a gaping chasm, over 20 feet wide spanned by a single log. Karllung the Illusionist has cast an illusion that covers the pit. As the heroes appear he will create the illusion of pirate crossbowmen firing from behind the log toward the heroes. A number of Mandracore's real pirates are hidden within the shadows of the nearby ruins (Spot DC 22). As the heroes approach the pit they will trigger the Opaque Cloud smokestick trap. This should prevent them from seeing any of their companions that rush forward and fall into the tap.

The cloud created by the smokesticks covers a 30-by-30 foot area and is positioned near the chasm. The cloud can be dispersed by a moderate or stronger wind. Creatures within the cloud have vision reduced to five feet, including darkvision. All creatures beyond five feet have concealment (attacks have a 20% miss chance) and creatures further than five feet have total concealment (50% miss chance, and the attack cannot use sight to locate the target). Unless dispersed by winds or some other means, the cloud lingers for 10 minutes.

Treasure: One of the rings is located at the bottom of the pit attached to a collar around the dire lion.

TbC 4 Ambush! (EL 10)

☞ **Minotaur Fighters (4):** 53 hp, see page 266

☞ **Geyser Trap (3):** CR 3; magical trap; proximity trigger (*alarm*); automatic reset; spell effect (*major image*, 6th level wizard, Will disbelief DC 14 negates); multiple targets (up to five creatures within a 20 foot area); Search DC 20; Disable Device DC 24. CR 3 or 6

Development: The geyser trap is a *major image*, intended to knock the champions prone and suffer minor damage. Champions caught within the effect can make a DC 14 Will save to disbelieve the illusion. Failing that results in 1d6 points of phantasmal damage and are knocked prone. Once the heroes are down, the minotaurs wade in. The minotaurs are reluctant fighters, only doing so because Mandracore has threatened them with public de-horning, a shaming thing for a minotaur, and they are not strong enough to counter him. Should the heroes notice that the minotaurs hearts aren't

in the battle (Sense Motive check DC 20), they can attempt to sway the minotaurs out of the battle (Diplomacy check DC 20) or even to getting them to help the heroes against Mandracore (Diplomacy check DC 25).

Treasure: The ugliest minotaur of the bunch is wearing one of the rings Maq needs to win. If the heroes change the minotaurs attitude to helpful they will give them the ring.

TbC 5: Leaving the Ruins (EL 13)

☞ **Mandracore the Reaver:** 81 hp, see page 258

☞ **Ogre Chieftains (2):** 57 hp, see page 267

☞ **Karllung the Illusionist:** 38 hp, see page 256

☞ **Pirate Warriors (6):** 32 hp, see page 268

☞ **Alchemist's Fire:** CR 6; mechanical trap, location trigger; manual reset; alchemist's fire; multiple targets (all targets within a 10-by-10 foot area); onset delay (two rounds); 6d6 fire; Search DC 20; Disable Device DC 20. CR 6

Development: The last part of the Trials is not the easiest. Just as the heroes see the trail leaving the ruins and freedom ahead they see Mandracore and two ogres. Mandracore and the ogres lure the heroes into approaching them in order for them to get caught in the alchemist's fire trap that lays between them. In the ruins around them are six of Mandracore's pirates waiting to attack. While distracted by them and the trap, Karllung casts illusion spells designed to split the heroes up, so as to be easily picked off by Mandracore.

Treasure: In addition to all of Mandracore's personal possessions he also has the third ring necessary for Maquesta to win the trial. While she may now be the pirate king, she is so without a pirate ship.

After the battle: Lendle will either catch up with the heroes near the ruins (if they rested) or will be encountered by the heroes as they make their way back to the beach. Lendle has many bruises and cuts, but is otherwise unharmed, telling how he managed to escape from the bonds the pirates left him in and that the Reaver has sailed off back to sea.

Night Fires (EL 11)

This scene should be run the night following the Trial by Combat. You may read or paraphrase the following:

As darkness descends on the island and you prepare to camp, you sight campfires to the west.

The Situation: The heroes have spotted the campfires of a gang of minotaurs. They were led here by Lady Lengstrien and her companion known as the Blue Wizard. The minotaurs are unaware of the true identity of these two. They were told by their captain to shackle the woman and the wizard and take them to this location and wait for three days. They thought perhaps another ship would arrive for her.

Creatures: The group of minotaurs is made up of 13 minotaur fighters. The lady and the wizard are both shackled hand and foot.

☞ **Minotaur warriors/mariners (13):** hp 53, see page 266.

☞ **"Lady Lengstrien" (4):** hp 50, see page 241.

☞ **"The Blue Wizard" (4):** hp 337, see page 257.

WHAT LADY LENGSTRIEN AND THE BLUE WIZARD KNOW

Use the following questions and answers to help shape any conversations the heroes may have with Lady Lengstrien and the Blue Wizard. The Blue Wizard prefers only to speak in Solamnic when addressed. If possible the lady will drink a *potion of glibness* from her waterskin before revealing too much detail about her story, but she will always try to remain close to the truth.

WHO ARE YOU?

LL: I am Lady Lengstrien and this is Ariumus the Blue Wizard, my personal companion, protector and dear friend.

WHY ARE YOU HERE?

LL: We were traveling to Saifhum on the ship *The Hightide* to meet my betrothed when we were set upon by minotaur pirates. They brought us here. Their captain told them he wanted them to keep us here for a few days. Then he and two more minotaurs left yesterday. The captain said they were looking for a human that had a green gem of theirs or something.

WHERE IS THEIR SHIP?

LL: I'm not really sure. I was blind-folded when they took us out of the ship and brought us here. I know we traveled for at least two days before reaching this location though.

WHY DID THEY CAPTURE YOU?

LL: They said they were going to ransom me, but then they received word that they could get even more for finding this other gentleman. I overheard them grunting about some merchants spotting the man on the shores of Karthay, but by the looks of it they entered the jungle. I can show you direction they headed.

YOU DON'T SOUND AS IF YOU ORIGINALLY HAIL FROM SOLAMNIA?

LL: I don't actually. I'm from Elmwood on the Lemish border. My father arranged a marriage for me to a man in Saifhum. I met him once and he proved to be a decent fellow. Lord Hemrick is his name, have you heard of him?

SO IF YOU'RE A WIZARD WHY ARE YOU WEARING BLUE ROBES? WHY NOT RED OR WHITE OR BLACK?

BW: (In Solamnic) Belonging to the Order does not dictate the clothes you wear, the food you eat, or the way you live your life. I honor the Veiled Maiden in my own way.

Tactics: The minotaurs have two guards walking the perimeter keeping lookout. There is a 30% chance that as the heroes sneak-up that one of the minotaurs will be within the general vicinity and will get to make a spot and listen check to hear them approaching. If an alarm is sounded half the minotaurs will circle around the "prisoners" while two watch for any attacks from the rear and the rest will rush forward to attack.

Development: The minotaurs are spooked by the island. As a general rule many minotaurs do not stay overnight on the island if they can help it. They do not like this haunted land and are easily panicked. They are waiting for a search party to return. Their captain instructed them to look for a human on the island matching Berem's description.

A week ago Kitiara arrived on Mithas and spoke with the minotaur emperor. She was given access to a ship and a minotaur crew. She boarded the ship in the disguise of a wealthy Solamnic woman, by the name of Lady Lengstrien. With her she brought Skie who was shapeshifted into the form of a wizard of Solamnic heritage. Only the captain was aware of their true identity.

The Blue Dragon Highlord has been having visions sent to her by the Dark Queen. In them she saw a number of things: a minotaur ship, meeting the heroes on Karthay, exploring a gnomish tower, spotting a dragon's den, and finally a vision of her cornering the Green Gemstone Man on the edge of a cliff

where she will capture him for her goddess. To this end she intends to travel with the heroes to the gnomish tower and from there hopes to spot the dragon's den. For now, she needs the heroes.

Kitiara even went through the trouble of purposely insulting the weakest minotaur, provoking him into attacking her. So she is currently down half her hit points and her face is badly bruised. Skie allowed the attack only because Kitiara ordered it. For more information on how Lady Lengstrien will interact with the heroes, See the descriptions of **People to Meet in Karthay** on page 118 and the **What Lady Lengstrien and the Blue Wizard Know** sidebar. During the heroes attack on the minotaurs, Lady Lengstrien will imbibe a *potion of glibness* from her waterskin before speaking with the heroes. Her hands are shackled in front of her allowing her some range of motion.

If at any time the Lady and the Blue Wizard are discovered as imposters, Skie will return to his dragon form, Kitiara will climb aboard, and they will escape into the sky. Then they will follow the heroes as they explore the island waiting to find the gnomish tower from Kitiara's dreams.

Important Note: It is important to note that at this point in the story, the heroes' party has probably grown impossibly large. You could potentially have twelve or more characters

to deal with, especially adding in Maquesta, Koraf, Fritzen, Lendle, Lady Lengstrien, the Blue Wizard, and Waylorn. And possibly even Alhana, Serinda, and Kronn!

It would probably be a good idea to have an NPC, such as Maquesta, suggest that the party split up. The player heroes can follow the trail of Berem with Lendle as a guide since he is familiar with the jungles of the island. (The gnome is also instrumental in allowing the heroes to find his tower.) Lady Lengstrien will insist on staying with the strongest male hero because she feels safe with him. The Blue Wizard will always be by the Lady's side. The other NPCs can go in search of the minotaur's ship. They can agree to meet back on this same beach within two weeks.

DOOM FROM BELOW (EL 11)

This scene should occur if the heroes pursue the minotaur captain that is searching for Berem. The heroes are traveling through the Silent Plains in the direction of the Ruins of Karthay. Read or paraphrase the following:

Sand and locust have stripped the land bare. There is only an occasional sand lizard the size of a stag, striding across the dunes. You have just encountered one of these beasts basking. He stares at you, licking his reptilian lips. Suddenly there is an explosion of sand as the earth erupts all around the lizard and a massive purple worm rises from the sand, the helpless lizard crushed in its jaws.

The Situation: The heroes have entered the hunting ground of one of the island's purple worms.

Creatures: A purple worm on the hunt.

☞ **Purple Worm:** hp 200, see *Monster Manual*.

Tactics: The worm will first appear 20 feet away from the heroes. Any hero that fails to run away will be targeted by the worm and attacked.

Development: The daring Kitiara is hardly afraid of this creature and will give a crooked smile before screaming and falling to the ground in fright. The worm will be attracted to her because of her screaming. If he is able to react before the worm, the Blue Wizard will step in front of Lady Lengstrien to protect her and cast *storm wall* between the worm and himself. Kitiara will take advantage of this encounter to further integrate herself and Skie into the party.

Treasure: Not far from the attack, the heroes can find the bodies of three minotaurs. Lady Lengstrien can identify one as the captain of the minotaur ship. It appears that there are a set of footprints leading away through the sands to the north and into the jungle. A DC 15 search check of the area will reveal a torn bit of clothing with a button that Maquesta believes was worn by Berem. A DC 15 tracking check will reveal that the tracks are a day old.

CHAFKA'S TOWER (LENDLE'S SECRET) (EL 11)

If the heroes enter the jungle on the trail of Berem, Lendle will stop them and reveal a secret to them. Read or paraphrase the following:

The gnomish engineer wrings his hands and looks around at all of you. "I have something to tell you. I may have something that could lead us to Berem. He is a friend of mine and I don't want him to be lost and hurt. I promised myself that I would never return to Karthay, but since I'm here and Berem is lost I may as well see what I can do to help.

"I lived here long ago before I joined the *Perechon* with Maq's father. What I never told anyone is why I left. Once I had a good life here with my wife, Whixey. We had a small tower home in a secluded valley about two day's journey from here." Lendle's expression softens and his eyes water at the secret he is about to reveal. "I killed her. Well rather to say one of my inventions did. It was an accident and such a thing is part of life in my homeland, but out here in Karthay we only had each other. I buried her outside our home and then I met Maquesta's father. He was a good man who helped me deal with the loss of my wife. So I decided to leave this place and never return.

"But I left something hidden away in my tower—a *crystal ball* that could be used to find Berem. If you follow me I can lead you there and we can retrieve it, provided that my home has not been ransacked while I have been away. It has been many, many years."

The Situation: Lendle is willing to return home in order to assist the heroes in locating Berem by providing the use of a *crystal ball*.

Development: If the heroes decide to use the *crystal ball*, Lendle will lead them to his tower. Proceed to **Chafka's Tower** on page 126. Kitiara is careful not to show her excitement at the mention of a gnomish tower. She will also not pressure the heroes in any way to take Lendle up on his offer.

If the heroes decline Lendle's offer they can to wander the jungles for the next week looking for signs of Berem without finding a thing. Within a few days Kitiara will make plans with Skie to kidnap Lendle and get him to tell her the location of the gnomish tower so that from there she can begin her search for Berem.

DRAGON'S DEN (EL 11)

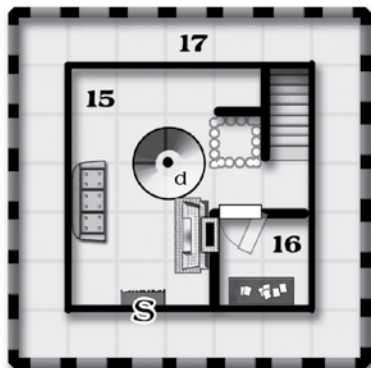
Run this scene if the heroes declined Lendle's offer to use his *crystal ball* and have spent a week wandering the jungles. Read or paraphrase the following.

The jungles of Karthay seem endless. Tangled growth slows your progress, mosquitoes and other bloodsucking insects feast upon you, and you've lost any sign of Berem. That is until you spot a blue piece of cloth hanging from a nearby tree. Looking up, you see a large cave entrance on the side of a mountain 200 feet above the jungle floor.

The Situation: Berem is located in a dragon's den in the cliffs above the jungle. His shirt finally fell apart and floated down into the jungle below.

Chafka's Tower

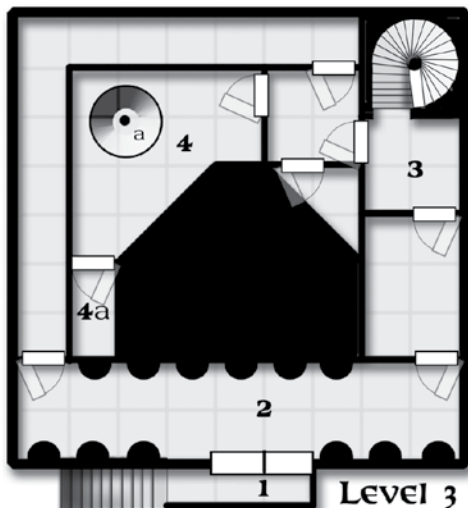
1 square - 5 ft.



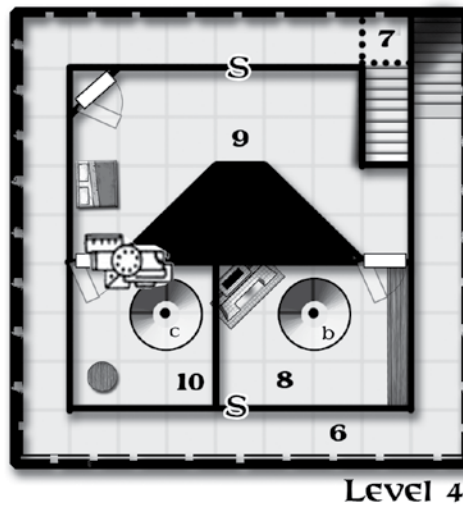
Level 5



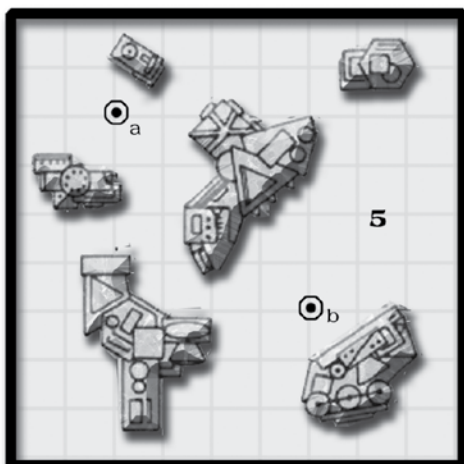
Level 6



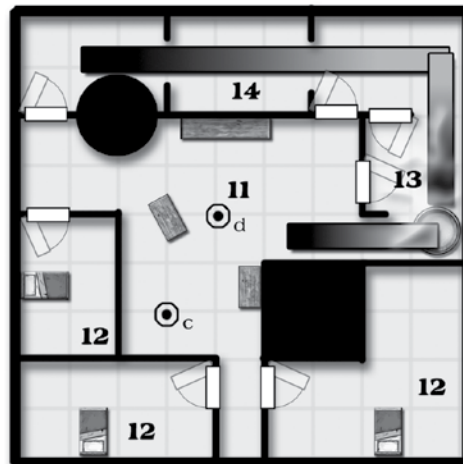
Level 3



Level 4



Level 1



Level 2

1. Entrance
2. Entry Hall
3. Moving Stairs
4. Cellar Shaft
- 4a. Storage
5. Machinery Room
6. Arrow Slits
7. Ramp Stairs
8. Kitchen
9. Bed Chamber
10. Study
11. Workshop
12. Guest Rooms
13. Laundry Room
14. Drying Tunnel
15. Living Quarters
16. Den
17. Watchwalk
18. Rooftop

SCM

Don't Touch That!

Chafka's Tower has a number of crazy inventions and unfinished, potentially dangerous contraptions lying about. If the heroes decide on handling or touching any device consult the following charts. They may even inadvertently move an item while helping Lendle search the tower. Each device found within Chafka's Tower has a good chance on malfunctioning. When an item malfunctions, roll on the table below for the exact nature of the malfunction.

d%	Effect
01-10	Too fast
11-20	Too slow
21-35	Stuck
36-50	Too strong
51-65	Repeats
66-75	Smolders and smokes
76-85	Red hot
86-00	Breaks

Too Fast: The mechanism snaps shut amazingly fast trapping a character within its metallic grasp. The mechanism deals 1d6 points of damage to the character. The character can make an Escape Artist check DC 18 to escape the mechanism or the other characters can strike the mechanism, destroying it, to free him. **Mechanism:** 10 hardness, 60 hit points, Break DC 28

Too Slow: The mechanism is too slow to react. This causes all of the linked machines to seize up, wobble, and then explode in a shower of metal and sparks dealing 1d6 points of bludgeoning damage and 1d6 points of fire damage to all characters within 20 feet (Reflex save DC 15 for half).

Stuck: The mechanism seizes up and wobbles, much like the Too Slow result, however the machine does not explode but it continues to intermittently work once every 1d4 rounds for 1 round.

Too Strong: The mechanism is too strong, putting in far too much force than is required to perform the task. All machines deal extra 1d6 points of damage on top of the normal damage that a device would cause.

Repeats: The mechanism repeats the action it was performing before the malfunction over and over again for the next 1d4 rounds.

Smolders and Smokes: The mechanism suddenly starts to smolder and creates a billowing cloud of steam and smoke within a 20 foot radius of it. All creatures within the cloud have visibility reduced to five feet. This grants all characters five feet away concealment (20% miss chance) and all characters

more than 10 ft away total cover (50% miss chance, can't use line of sight to attack). The smoke lasts for 1d4 rounds.

Red Hot: The mechanism heats up. Any character touching the mechanism suffers 1d4 points of fire damage each round they keep hold of the mechanism.

Breaks: The mechanism breaks and cannot be used.

Whenever characters move, use, or otherwise toy with buttons, levers or other such devices, one of the following effects happens.

d%	Effect
01-10	Jet of steam
11-20	Whistle
21-35	Breaks off
36-50	Clothing caught up
51-65	Something starts up
66-75	Something flies at PCs
76-85	Sparks
86-00	Oil leak

Jet of Steam: The mechanism lets of a jet of steam in a 10 foot cone dealing 1d6 points of fire damage (Reflex save DC 15 for half).

Whistle: The mechanism sets off hundreds of bells and whistles and alarms. All characters within 20 feet must make Fortitude save DC 16 or become deafened for 1d6 rounds as well as 1d6 sonic damage (Reflex save DC 16 for half).

Breaks Off: Part of the mechanism breaks off and falls to the ground.

Clothing Caught Up: The mechanism starts at and latches on to a piece of clothing worn by the nearest character. The character must make a Reflex save DC 12 each round or the piece of clothing begins to tear. **Mechanism:** 10 hardness, 60 hit points, Break DC 28

Something Starts Up: The mechanism does not work anything within the room the characters are in, instead a random device in another room and/or another floor starts up.

Something Flies at PCs: The mechanism starts up, shudders, and goes 'twang' as a piece of it is launched across the room towards the characters. The piece of machinery makes a ranged touch attack with +8 base attack (+2 size, +6 Strength [effectively Strength 22]), dealing 1d4+6 points of damage.

Sparks: The mechanism creates a spark shower, lighting up a 10 foot radius in bright light.

Oil: The mechanism leaks oil all over the floor for 1d4 rounds.

Development: If Kitiara is still with the heroes she will recognize the dragon's den from her visions. She and Skie will drop their disguises and fly up to the dragon's den to look for Berem. If however Kitiara was discovered before this she has been following the heroes and will be seen on the back of Skie swooping over the heroes and heading into the dragon's den.

It will take the heroes five rounds to scale the side of the mountain to reach the Dragon's Den. Kitiara should have a few rounds head start before the heroes arrive in the den. When the heroes reach the cave entrance proceed to the **Dragon's Den** on page 131.

CHAFKA'S TOWER

Chafka's Tower is a massive tower, standing at 180 feet tall, it dwarfs the lush vegetation around it. The tower is bristling with gnomish contraptions, and various transportation devices enabling the wary or foolhardy to ascend through the tower's various levels.

Lendle's home has been sitting alone for decades and in his absence his automatons took it upon themselves to ensure that the tower was well protected. So they have transformed his home into a death trap. As the heroes enter the tower it is in "Safe Mode," but if they dally too long, or someone presses the alarm button the tower will seek to eliminate any being inside. This includes Lendle, who the automatons do not recognize anymore.

Make sure that you refer to the scene **Betrayal** on page 131 that happens in the **Things That Happen in Chafka's Tower** before running this encounter. That encounter will explain how the tower will go into "Alert Mode" while the heroes are present.

KEY TO CHAFKA'S TOWER

Important Rules: Balance, Climb, Decipher Script, and Knowledge (engineering) skills (See **Chapter 3: Skills** in the *Player's Handbook*); falling damage (see **Chapter 8: Combat** in the *Player's Handbook*).

Each of the levels within Chafka's Tower are linked by a series of shafts, catapults and stairs. Each of the shafts only works one way. Depending on which way the poles in the shaft are set to. The characters may use them to descend simply by sliding down them. The heroes can also use the poles to ascend up levels by grabbing the pole and being hoisted through the air. All shafts are greased and require a DC 15 Strength check to stay with the pole as it is launched.

Should the characters use some means of traveling up through the shafts (such as with uses of *spider climb* or *fly*), they discover large doors inbetween each level, which open up hydraulically as they approach. The tower has a number of automatons that service and maintain the devices and the tower.

CT 0: WHIXEY'S GRAVE

Outside of the home, off to the side of the main path is an overgrown garden. A strange structure with many metal arms and levers seems to form a strange cave as vines have crept over the metallic surface.

Situation: This is the grave site of Lendles' wife Whixey. The gnome rushes forward and starts brushing away the vines until he finds a switch. Then he flips the switch and jumps back.

Development: The many arms of the contraption come to life and start whirling dangerously. They chop and pull at the surrounding foliage and a device of spinning blades cuts the overgrown grass. Yet another arm rubs a decaying piece of soft leather on a weathered stone headstone with the name Whixey expertly engraved on it. And within moments Whixey's grave has been perfectly tended to. Lendle kneels at the grave for a few moments and speaks in a soft voice. Then with tears in his eyes he gets back up and leads the heroes to his former home.

CT 1: ENTRANCE (EL 12)

You have walked up a long and winding stair, buffeted by hot wind, which seems to rise out from the very tower itself. After a while, you stand in front of the large metal door, pockmarked with corrosion and rust. A heavy rusted chain dangles to one side.

The chain is linked to a great bell, which has long since rusted. The chain can be pulled with a Strength check DC 20. On a successful check, the characters can hear the grating sound of metal snapping and falling to the floor and the screech of the door mechanism starting to open the door. The door opens up only enough to allow a Medium-sized creature through on an Escape Artist check DC 15. Heroes making Strength check DC 20 can pry the door open. This opens the door wide enough to allow a Medium-sized creature to run through it.

Alert Mode: Once the alarm bell has been sounded, two things happen. The first is the front doors slam shut, and lock. Then the great bell starts to ring and continually rings until the alarm is switched off. All of the heroes within a 20 foot radius outside the front door and 10 feet inside when the alarm sounds suffer 4d6 points of sonic damage unless they succeed a Fort save (DC 15 for half).

Iron Door: Four inches thick; hardness 10; hp 120; Break DC 30.

CT 2: ENTRY HALL (EL 17)

You enter into a long hall, filled with metallic columns that run its length. Each time you speak, the hall is filled with the sound of trumpets and cymbals. There are two doorways that lead off the hall, one at each end of the hallway.

The entry hall has a row of strange looking columns flanking each wall.

Alert Mode: Once the alarm has been sounded, the columns spring to life, sprouting a tentacle and attempting to grapple the nearest non-gnome, non-automaton creature within range. Once a creature is successfully grappled, the

column will pass the hero to another column and so move him towards the column behind the room labeled “storage.” Once the hero reaches this column, he is *melded* into the column and appears in the storage room, which opens out into the room **CT 4: Cellar Shaft**.

Two rounds after the alarm has sounded, a group of automatons rush through the entry hall. If any of the heroes are still in the entry hall, the automatons attack the heroes.

☞ **Gnome Automaton (7):** 63 hp each, see page 265

☞ **Tentacle Columns (10):** 80 hp, see page 271

CT 3: Moving Stairs (EL 11)

The first step upon these stairs from Level 3 triggers a mechanism that starts the stairs rotating clockwise, automatically carrying the person up to the next level.

Alert Mode: Once the alarm has sounded, the bottom of the stairs becomes impassable as a row of spears shoot up from the floor on Level 3. Then the stairs reverse course and start rotating counter clockwise lowering anyone on the stairs toward the spears. Anyone on the stairs when this occurs must make a DC 10 Balance check or fall down the stairs towards the spears. Heroes attempting to pass the spears must succeed an Escape Artist check DC 20 to slip between them. If this fails the hero is impaled on a spear taking 2d6 points of piercing damage. The heroes can take a full round action to remove themselves from the spear by making a successful DC 20 Strength or Escape Artist check. A creature that is successful can escape the spears, but takes an additional 2d6 points of damage as they pull loose.

At the top of the stairs on level four, a metal wall slides out of the side of the wall, partially enclosing the stairway. The heroes can attempt a Strength check DC 20 to slide the wall back to the side, but they must roll this check each round or the wall springs back dealing them 2d6 points of bludgeoning damage (Reflex save DC 15 for half).

Heroes that succeed on the Strength check can hold the wall open to allow others to pass in either direction, although moving on to the stairs is now hazardous. Should the heroes actually manage to break the stairs, the mechanisms shudder and shake and start to tear themselves apart. This causes rubble to fill the stairway, making it impassable.

Three rounds after the alarm has started, a group of automatons will appear at the base of the stairs. Should any heroes be here, the automatons attack the heroes with the intent to drag them back towards the front door and expel them.

☞ **Gnome Automaton (4):** 63 hp each, see page 265

☞ **Automatic Conveyor:** 80 hp, see page 262

CT 4: Cellar Shaft (EL 13)

This room contains what appears to be a pole from the ceiling leading down into the floor. Two metal doors form a 10 feet circle on the floor around the pole. A number of gnomish automatons are crammed together and lined up idle against the far wall.

Heroes can use the pole to descend down levels by simply grabbing the pole. All shafts are greased and require a Strength DC 15 check to stay with the pole as it is launched. When the pole jerks into motion the metal door opens and it carries the rider to the corresponding location noted on the map with the same letter on a different level.

Alert Mode: Once the alarm sounds, the automatons stir and rush from the room. Should any heroes be in this room when the alarm is sounded, the automatons make an attempt to grab the heroes and try to drag them and lock them in the storage closet.

Closet door: 1 1/2 inch thick; hardness 5; hp 15; Break DC 18.

When the alarm goes off, the metal doors at floor level snap open and close every round. This will cut any rope that is dangling in the shaft and deal 3d6 points of slashing damage to any one caught (Reflex save DC 15 for half, plus 1d6 damage for every 10 feet of the fall). The express level transport pole begins to jump about, attempting to impale any creature on the ground.

☞ **Gnome Automaton (4):** 63 hp each, see page 265

☞ **Express Level transport:** 80 hp, see page 264

CT 5: Machinery Room (EL 12)

The room about you is filled with all sorts of nightmarish gnomish inventions, each making some kind of sound or making weird flashing lights. A thick layer of mist covers all of the room, apparently coming from the innumerable pipes rising out of the floor.

This gigantic room houses the workings for most of the devices within the tower. Within the room are a dozen gnomish automatons, which are performing maintenance on the various devices here. To one side of the room is the express level transport that drops from **CT 4: Cellar Shaft** to here.

On the opposite side of the room is the express level transport that will allow the heroes to travel from this room up to **CT 8: Kitchen**.

Should the heroes break any of the machinery in this room, they emit scalding steam intermittently for the next 1d8 rounds, doing 2d8 fire damage (Reflex DC 15 for half). Should the machinery be damaged, all chances of malfunction for the other devices in the tower increase by 10%. See the **Don't Touch That!** sidebar on page 125 for more information on malfunctioning inventions.

Alert Mode: Once the alarm has sounded, the automatons in the room are a mass of movement, continually adjust and attend to the various gages and gizmos. Any heroes that are within this room when the alarm sounds, are automatically attacked by all the automatons within 10 feet of him. Any grappled heroes will be thrown into the furnace that will deal them 6d6 fire damage (Reflex save DC 15 for half) each round until they escape. To escape from the furnace requires an Escape Artist check DC 20.

The express level transport pole begins to jump about, attempting to impale any creature on the ground.

☞ **Gnome Automaton (7):** 63 hp each, see page 265

☞ **Express Level transport:** 80 hp, see page 264

CT 6: ARROW SLITS (EL 20)

The spiral stairs from Level Three to Level Four open out after 60 feet to a long passageway. Careful examination of the passageway will allow astute heroes to notice small indents every so often in the walls. These indents are at ankle height, waist height, and shoulder height.

Around the corner of the passageway, there is a small tapestry, depicting a gnome in bright silver armor, holding what looks to be a *dragonlance*, slaying a multihued, multi-headed dragon. The gnome bears a striking resemblance to Lendle. Behind the tapestry is a secret door that leads into **CT 8: Kitchen**.

Further around the corridor, on the other side of the tower, is another tapestry, this time depicting three moons over a gnomish wizard studying her tomes. The wall behind this tapestry is also a secret entrance, pushing on the wall will allow the heroes to enter **CT 9: Bed Chamber**. Both secret doors can be uncovered with a DC 20 search check.

Alert Mode: When the alarm sounds, the entire passageway becomes a torrent of flaming bolts. All heroes within the corridor find that the floor seems to move. The stones move around the passage way in a counter clockwise manner dragging heroes toward the stairs leading down to Level Three. This movement effectively reduces the heroes' speed by half.

☞ **Light repeating crossbow trap (8):** CR 2; mechanical trap; proximity trigger (alarm); manual reset; hidden switch bypass (Search DC 25); +14 ranged attack (1d8/x3 plus 1d6 fire); Search DC 19; Disable Device DC 20

CT 7: RAMP STAIRS (EL 14)

These steep, ladder-like moving stairs are similar to the stairs linking Level Three and Level Four. They automatically move when someone steps upon them. The heroes can use them to travel 60 ft up to a small 5-by-15 foot room just outside **CT 15: Living Quarters**.

Alert Mode: Once the alarm sounds, anyone trying to climb the stairs will cause the stairs to fall flat, creating a slide. The entire surface of the slide is covered by an effect similar to the *grease* spell, requiring all heroes attempting to move on it to make Reflex saves (DC 15) or slide down it to the open pit at the bottom.

Heroes that weren't on the stairs when the alarm sounded, but were standing at the bottom of the stairs can make a Reflex save (DC 15) to avoid falling into the pit as it opens. The pit is actually formed from an extradimensional space and is 50 feet deep, inflicting 5d6 points of falling damage. Once someone has landed in the pit, a mass of spears erupts from one side, dealing 1d6 points of piercing damage per spear. The spears erupt once every 1d4 rounds.

☞ **Automatic Conveyor:** 40 hp, see page 262

☞ **Extradimensional Sliding Pit Trap:** CR 11; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 20 Reflex save avoids; slide and 50 feet. deep (5d6, fall); multiple targets (each target in four adjacent 5 ft. squares) Search DC 24; Disable Device DC 19.

☞ **Fusillade of Spears:** CR 6; mechanical trap, location trigger, automatic reset (1d4 rounds); multiple targets (1d6 spears per target in a 10-by-10 foot area); Search DC 26; Disable Device DC 20

Iron Door: Four inches thick; hardness 10; hp 120; Break DC 30.

CT 8: KITCHEN (EL 11)

As you enter the room, a strange gnomish invention, which was standing by the fireplace, stirs and begins to wildly swing its arms about. Soon the room is covered in a fine layer of flour that the automaton was holding. In the center of the room is a ten foot wide circular hole.

This room is the kitchen, although there hasn't been a living host within the walls for some years that has required the services of the chef automaton that stands by the large stove. The chef will ignore the heroes as long as they give the automaton a wide berth and don't come within 5 feet of him or touch any of his pots that are on the stove.

Should the heroes touch the pots or come within the 5 foot radius, the chef automaton brandishes an extremely large meat cleaver and an open jar of some spice and starts to chase the heroes around the room. Should the chef automaton strike a hero with the cleaver, he deals 1d8+4 points of slashing damage and the hero gets a face full of the spice.

The spice is Nordmaarian fire pepper, a pungent seasoning that is used to make a spicy local dish. Heroes affected by the pepper must succeed on a Fort save (DC 15) or spend 1d4+1 rounds sneezing and choking from the spice (treat the characters as shaken).

The fireplace has a chimney that is wide enough to allow a Small-sized creature to climb up it with a successful Climb check DC 15. The chimney takes the climber to the fireplace in **CT 15: Living Quarters**.

Heroes can use the pole to descend down levels by simply grabbing the pole. All shafts are greased and require a Strength DC 15 check to stay with the pole as it is launched.

Alert Mode: As soon as the alarm sounds, the chef automaton will attack any heroes that are within the kitchen and the express level transport pole begins to jump about, attempting to impale any creature on the ground. The automaton, if still in the room, immediately goes berserk and attacks any heroes within the room.

☞ **Gnome Automaton (6):** 63 hp each, see page 265

☞ **Express Level transport:** 80 hp, see page 264

CT 9: BED CHAMBER (EL 10)

The door opens into a room with a gnome-size double bed. In the corner to your right you see a cupboard. In each of the corners on the opposite wall to you is a wooden door.

As soon as the door to this room is opened, four automatons come out of the cupboards and attempts to grapple with the nearest character. If the automatons are successful, it takes the character to the trash chute in **CT 8: Kitchen**.

Alert Mode: When the alarm is sounded, the door automatically slams shut and locks itself (good quality lock, Open Lock check DC 30). The room also fills up with a noxious green mist, similar to that produced by the *stinking cloud* spell (DC 17 Fortitude save to negate effects while in the cloud). The cloud persists for 1d4+1 rounds after the alarm sounds.

☞ **Gnome Automaton (4):** 63 hp, see page 265

CT 10: STUDY (EL 12)

This room has a small table and small metal stool surrounded by masses of yellowing and dry parchments. To one side of the room is a 10 ft hole.

The shaft leads down to **CT 11: Workshop** on level two. On the desk, a quick search finds a number of diagrams and technical-looking drawings. A proper Search of the room (Search DC 20), uncovers an ancient wooden box with a rusted lock (3 hardness, 1 hit point, Break DC 15) is hidden beneath the table and piles of discarded diagrams. A note pinned to the side of the box reads 'lost the key, but push side, will open'. A Search check DC 15 reveals the hidden opening mechanism, which opens with a 'twang' as the rusty springs pops out.

Alert Mode: When the alarm is sounded, the door automatically slams shut and locks itself (good quality lock, Open Lock check DC 30). The room also fills up with a noxious green mist, similar to that produced by the *stinking cloud* spell (DC 17 Fortitude save to negate effects while in the cloud). The cloud persists for 1d4+1 rounds after the alarm sounds.

☞ **Express Level transport:** 80 hp, see page 264

☞ **Advanced Iron Cobra:** 98 hp, see page 261

Development: The iron cobra has long since lost much of its potency, and like many things within the tower, shows signs of age and rust.

Treasure: Once the iron cobra has been dealt with, the characters will find three pearls in a faded velvet bag at the bottom of the chest, each worth 250 stl.

CT 11: WORKSHOP (EL 12)

This room is lined with tables, covered in bits of scrap metal, parchments, small inventions, and various tools. There are two express level transport poles here. One leads up to the **CT10:Study** and the other leads up to **CT 15: Living Quarters**. As soon as the characters enter the room, one of the automatons will attempt to grapple with the nearest character and put them into **CT 12: Guest Rooms** or on to the conveyor to **CT 13: Laundry Room** (whichever is nearer).

After Alarm: As soon as the alarm sounds, the express level transport pole leading to Level Five begins to jump about, attempting to impale any creature on the ground. The guest room doors automatically slam shut and locks themselves (good quality lock, Open Lock check DC 30). The room also fills up with a noxious green mist, similar to that produced by the *stinking cloud* spell (DC 17 Fortitude save to negate effects while in the cloud). The cloud persists for 1d4+1 rounds after the alarm sounds.

☞ **Express Level transport:** 80 hp, see page 264

☞ **Gnome Automaton (3):** 63 hp, see page 265

CT 12: GUEST ROOMS (EL →)

These rooms were kept for visitors, and were made more comfortable for Medium-sized creatures.

After Alarm: The door automatically slams shut and locks itself (good quality lock, Open Lock check DC 30). The room also fills up with a noxious green mist, similar to that produced by the *stinking cloud* spell (DC 17 Fortitude save to negate effects while in the cloud). The cloud persists for 1d4+1 rounds after the alarm sounds.

Metal Door: 10 hardness, 60 hit points, Break DC 28.

CT 13: LAUNDRY ROOM (EL 12)

Half of this room is filled with billowing steam, rising from a large vat that completely fills one side of the room. A conveyor spills linens into the vat and a large paddle-wheel machine beats it.

Heroes that are on the conveyor from **CT 11: Workshop** are dropped into the mechanical automated clothes scrubber. The paddles of the MACS deal the heroes up to 8d6 points of bludgeoning damage each round they remain within the watery vat.

Getting themselves out of the watery vat requires a Balance check DC 20.

Alert Mode: Once the alarm has sounded, the entire room quickly fills up with slippery soap bubbles, making every one in the room succeed a Reflex save (DC 15) to remain standing. Heroes attempting to move across the room have their speed reduced by half and they must make a reflex save (DC 15) at the beginning of the move as well as the end of the move.

A failed save at the beginning of the heroes move means that he slipped and skid across the floor, banging into various pipes and metal tools, deal him 2d4 points of damage and make him fall prone. If the hero fails the save at the end of his move, he falls prone but takes no damage.

☞ **Mechanical Automated Clothes Scrubber:** 80 hp, see page 266

CT 14: DRYING TUNNEL (EL →)

As soon as the characters have opened the door have them make a Reflex save (DC 15). If they fail the save, the extreme heat gushes out of the room dealing them 1d6 points of non-lethal damage and making them stumble into the room (treat as the character having taken a five foot step). Each round that the character remains within the room, they must make another Reflex save or suffer another 1d6 points of non-lethal damage. Success indicates that no damage was taken and the character closed the door (if the characters just opened it) or the damage is halved (if the characters entered the room).

CT 15: LIVING QUARTERS (EL 11)

This room appears to be a common room. A dusty, badly-upholstered couch lines the wall to the west. Across from it lies a dark and empty fireplace. On the south wall, that has no

windows, lies a wardrobe against a wall. Next to the fireplace is a door leading to the den. In the center of the room is the shaft that leads down to **CT 11: Workshop**. Off to one side of the shaft is a laundry chute, which also leads there.

Pushing on the wardrobe allows the heroes to discover that there is a secret door that leads outside onto the balcony. Lendle will know about this secret door.

There is a fireplace and chimney. On inspection the fireplace is big enough for a Small-sized creature or smaller to fit through. The chimney leads down to **CT 8: Kitchen** and up to **CT 18: Rooftop** and can be climbed with a successful Climb check DC 15.

The other door in this room is a sturdy wooden door that leads to **CT 16: Den**.

The room also has a narrow, curtained area with a pole inside. Any character stepping into the curtained area is instantly drenched in icy-cold water and one of the following effects happens.

d%	Effect
01-25	Metal hands grab the character; they pull off boots and cover the character in a small nightgown and nightcap. The character cannot get out without help.
26-50	Metal hands rip off the characters boots and push a pair of moldy, small fuzzy slippers into the characters' mouth.
51-75	Metal hands pull a small nightshirt over the characters arms, effectively binding his arms to his body until freed.
76-00	Metal hands rip off the characters clothes and insert a small wooden pipe into the characters mouth. The character is then doused again in cold water before being thrown out of the curtained area and on to the dusty couch.

Mechanism: 10 hardness, 60 hit points, Break DC 28

Window: 1 hardness, 2 hit points, Break DC 15.

Good Wooden Door: 5 hardness, 15 hit points, Break DC 18.

CT 16: Den (EL —)

Within the square room stands a heavy stone table, covered by a faded cloth.

This was Lendle's den when he lived here. On the many sheets of paper are the designs that he thought of while he lived here. Some of them he managed to make, others were still only designs when he left. The automatons discovered the sheets and used them to repair and modify the devices within the tower, as well as to install new devices.

The master switch for the alarm is located in this room and a Search check DC 25 will discover it. If the heroes discover it before the alarm has been sounded tampering with the device has a chance to activate the alarm and set the tower into "Alert Mode" (allow the hero manipulating the device to make an Intelligence or Wisdom check DC 15 to realize this, whichever is higher). Lendle will know what floor this switch is on, but not exactly what room.

Alert Mode: The door automatically slams shut and locks itself (good quality lock, Open Lock check DC 30). The room also fills up with a noxious green mist, similar to that produced by the *stinking cloud* spell (DC 17 Fortitude save to negate effects while in the cloud). The cloud persists for 1d4+1 rounds after the alarm sounds.

Treasure: A Search check DC 20, reveals a hidden compartment within the stone table that holds a *crystal ball*. This is Lendle's and the characters can use it to scry for Berem. The command word to activate the *crystal ball* is 'Chafka'.

CT 17: Watchwalk (EL 11)

The watchwalk is one of the most innocuous places within the tower, until the alarm sounds that is. Embedded into the walls are a series of vents, which blast hot air out of them. These vents create an effect similar to that created by the *wind wall* spell. The winds create a considerable barrier to all flying creatures and it is likely to tear papers and similar materials from the characters grasp if they lean over the watchwalk's edge (Reflex save DC 14 negates). Medium or smaller creatures cannot fly through the air currents. The winds effectively negate all missile attacks and due to the height of the level, all missile attacks are likewise negated.

Alert Mode: Once the alarm is sounded, the entire level is surrounded by a similar effect to the ringed wall version of the *blade barrier* spell. The blades deal 11d6 points of slashing damage to anyone passing through (Reflex save DC 16 for half). The *blade barrier* effect reaches from the edge of the walkway out to five feet and extends down 20 feet.

The blades cut through all ropes that might be suspended over the edge. Those that are climbing at the time of alarm suffer 12d6 points of falling damage unless they somehow manage to stop their fall. All Climb checks made to stop or reduce falling damage suffer a -20-circumstance penalty to the check. Once the alarm has been sounded, the door to the watchway becomes electrified; dealing damage to each character that touches it.

⚡ **Electrified door trap:** CR 6; mechanical trap; touch trigger; manual reset; hidden switch (Search DC 25); never miss (4d6 electricity); Search DC 25; Disable Device DC 25

CT 18: Rooftop (EL — OR 12)

The rooftop consists of a small garden, a flagpole, a bell, a covered invention of some sort, and a chimney. The chimney is the same one from **CT 8: Kitchen** and **CT 15: Living Quarters**, and is only large enough to fit a Small sized character or smaller. The flagpole is rotten and unstable. The bell has been linked to the alarm for the tower. Once rung, the bell puts the tower into "Alert Mode" and sets off all the defense mechanisms within the tower. The small garden is overgrown and contains a variety of strange plants, including a puffball-like plant that explodes into a *stinking cloud* like effect whenever a sound is. The puffballs stinking effects cover 20 ft of the level and cause all characters within the area to make Fortitude save DC 14 or become nauseated for 1d4+1 rounds.

Parked on the rooftop is a strange gnomish device covered by a decaying tarp. Allow the heroes a Knowledge (engineering) check DC 15 to determine that this could be

a gnomish flying contraption. Lendle will confirm that it is indeed one of his finest inventions that he had planned to test one day.

Alert Mode: Once the alarm is sounded, all the puffballs explode, filling the entire roof in the *stinking cloud* (Fort DC 20 or become nauseated for 1d4+1 rounds).

Development: If Kitiara has not set off the alarm she does so now and escapes with Skie, hoping to gain a few rounds advantage on them while she flies across the valley to the dragon's den. If she had already set off the alarm and the heroes escaped this way give them a DC 15 spot check to see Kitiara and Skie flying above the jungle toward a cave entrance on a nearby cliff.

If the heroes don't think of it, Lendle will suggest that the heroes take his flying machine to cross the valley. The flying machine will only carry four people and it will glide most of the way before crashing within a few hundred feet of the dragon's den. The heroes can make a DC 18 Reflex save to avoid taking any damage from the fall. Those that fail take 4d6 falling damage.

THINGS THAT HAPPEN IN CHAFKA'S TOWER

This encounter will happen after the heroes have begun searching Chafka's Tower.

BETRAYAL (EL II)

As the heroes approached the tower Kitiara spotted the Dragon's Den on a nearby cliff face just above the edge of the jungle valley. However, rather than make a run for it now, she has decided to trust in the Dark Queen's wisdom to attempt to prevent the heroes from chasing her. She was given a vision of a particular red button to press inside the tower. She is not entirely sure what it does, but she knows she does not want to be inside when it is pressed.

Development: Lady Lengstrien will elect to go in last into the tower. She doesn't want to offend Lendle, but appears timid about entering his home. She will go as far as the entrance, but no further. This is because she sees no need to go further. The button she needs appears to be close by the entrance. So she and the Blue Wizard will wait for the heroes and Lendle there.

Lendle believes that the *crystal ball* can be found on the fourth or fifth floors, levels that contain the bed chamber, kitchen, his personal study and the living quarters and den. Kitiara will wait until the majority of the heroes have followed Lendle upstairs. Then when the heroes have left the Dragon Highlord will mash the red button near the entrance setting the tower into "Alert Mode" and she and the Blue Wizard will escape through the entrance doors before they close. If there are any heroes present when she does this you can read or paraphrase the following:

Lady Lengstrien pulls aside her veil, and with a crooked smile says, "It looks like it's time for this charade to be over." She slams her hand down upon a red button near the door. Then she slips out the front door with the Blue Wizard before the doors seal shut and alarms start going off. The ominous sounds of gears behind walls start turning, and your hearts fill with dread.

Once Kitiara has sounded the alarm, she makes her escape with Skie to seek Berem in the Dragon's Den. If Kitiara is not with the party for some reason the tower will detect intruders after one minute and trigger the alarm, setting the tower into "Alert Mode." Lendle is just as surprised as everyone else by the security system working as it does. All the windows and doors are automatically closed and barred with metal shutters, with the exception of a standard trap door to the roof **CT18: Rooftop**, which Lendle will suggest if the heroes try if they have become trapped.

LEAVING CHAFKA'S TOWER

By the time the heroes leave Chafka's Tower, Kitiara will have spotted the Dragon's Den and have betrayed them, by setting off the tower's security system to delay the heroes following her. The Dragon Highlord knows that Berem is almost within her grasp and will not stop to battle with the heroes. Instead she will fly directly toward the Dragon's Den in order to reach it and search for Berem before the heroes arrive.

THE DRAGON'S DEN

The entrance that Kitiara spied is that to the lair of the bronze dragon, Clarion. Berem has been hiding within the lair. Kitiara and Skie will hunt for Berem, clearing a majority of the traps in the lair for the characters.

Before entering the Dragon's Den you could choose to leave any NPCs outside the den. The heroes should have a chance to shine in this conflict to stop Kitiara and rescue Berem.

KEY TO THE DRAGON'S DEN

Important Rules: Balance, Climb, Decipher Script, and Knowledge (arcana) skills (See **Chapter 3: Skills** in the *Player's Handbook*); falling damage, smoke effects, lava effects (see **Chapter 8: Combat** in the *Player's Handbook*).

Clarion's den is carved into the cliff face of the mountain. Kit and Skie should reach the den a few rounds before the characters can and should be one step ahead of the heroes throughout most of the following encounters. There is a steep slope from the jungle floor that can be walked up, but it takes five rounds of scrambling to make it to the cave entrance. The bronze dragon, Clarion, has already cast *clairaudience/clairvoyance* in order to spy on the intruders.

DD 1: FIRE TRAP

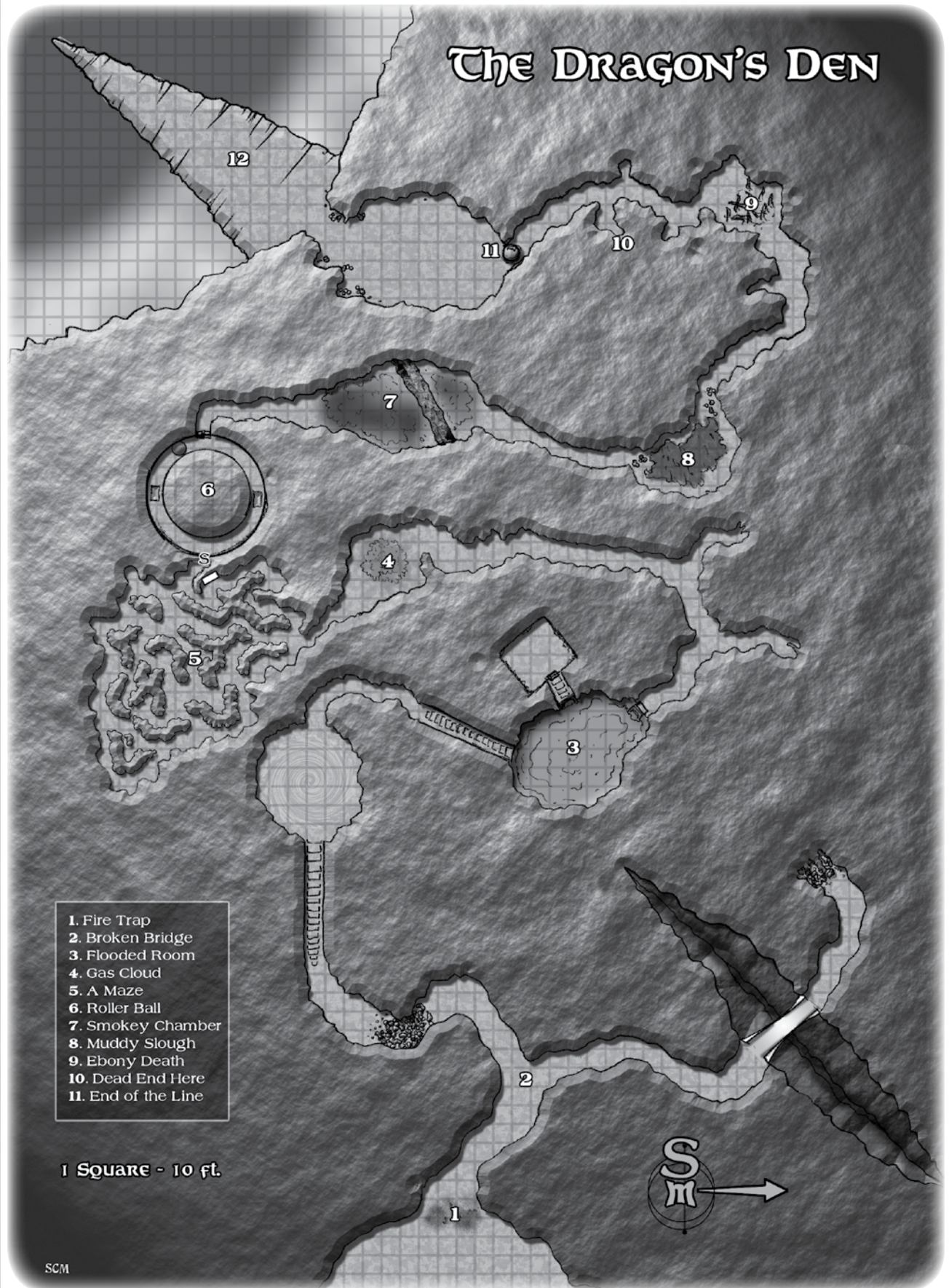
The entrance to the den has char marks, as if some great heat has recently scorched the walls. A careful Search check DC 29 reveals the remains of a spell: a Spellcraft check DC 24 will identify it as a *fire trap* spell.

DD 2: BROKEN BRIDGE

The hallway divides ahead. The hallway to the left appears to end at a collapsed cave. The other passage to the right ends at a chasm and a bridge.

Left passage: Kitiara and Skie headed down the left passage and caved in the tunnel behind them. A DC 10 survival check will alert the heroes to the fact that there is still dust in the air which could indicate the collapse was recent. If the heroes take a round to search the rubble they can determine that there is enough room to climb over the top. Those characters can attempt to Climb (DC 15) the rubble filled portion of the hallway. Should they succeed, they stumble over the rubble and

The Dragon's Den



1. Fire Trap
2. Broken Bridge
3. Flooded Room
4. Gas Cloud
5. A Maze
6. Roller Ball
7. Smokey Chamber
8. Muddy Slough
9. Ebony Death
10. Dead End Here
11. End of the Line

1 Square = 10 ft.

SCM

find a stairwell, leading up. The stairway leads up for about 60 feet before opening out on to a room open to the sky. At the center of the room is a huge whirlwind of dust and sand.

The Situation: The whirlwind is a guardian air elemental that Kitirara and Skie awoke when they raced through the room.

Creatures: Air Elemental, Greater.

☞ **Air Elemental, Greater:** hp 189, see *Monster Manual*.

Tactics: The air elemental is currently in whirlwind form and can remain in this form for a full minute. During that time it will seek to capture as many creatures as possible within it and prevent them from exiting the chamber on the far side.

Right Passage: The broken bridge is actually an illusion created by *major image* spell (Will save DC 14 only if interacted with) and stands over a 30 feet wide by 60 feet deep chasm. Any hero that steps carefully onto the bridge can make a DC 18 Reflex save to prevent falling in. If they rush onto the bridge they get no save. Any hero that falls into the pit takes 6d6 points of falling damage and lands at the bottom of the fissure.

DD 3: FLOODED ROOM

The stairs that lead into this room do not meet the floor. The stairs end a good five feet above dark waters that lap at the edges of the room like a flood. The water is icy cold and 10 feet deep (the remains of a *wall of ice* spell). Characters entering the room can make a Spellcraft check DC 30 to determine the water is the result of a the *wall* being melted.

The first character that enters the room can make a Spot check (DC 15) to see Skie's tail just leaving through a doorway on the far side of the room. Characters can Swim across the room, but the icy waters deal each character 1d4 points of non-lethal cold damage each round that they are in the water.

On the other side of the room is a ledge, which has a small set of stairs that lead to the door. Getting up to the ledge requires a Swim check DC 20 to leap out of the water and grabbing the ledge requires a DC 20. Both of these checks can be modified by the use of such things as ropes or standing on another character.

To one side of the room, submerged beneath the icy waters, there is an archway that leads to a stairwell. Characters must succeed a Spot check DC 25 to see the archway. Getting into the archway will require them swimming underwater. Characters who that do, find the archway leads to a stairwell that lead up to a dry area with a solid wooden door.

If the characters manage to open the door, it opens out into a rough room about 20 square feet. In the corner of the room lie the skeletal remains of a humanoid creature.

Treasure: The skeletons remains hold a battered and patched robe, a *robe of useful items*. The robe contains all of the following: a dagger, a bullseye lantern (filled and lit), a highly polished 2-by-4 foot steel mirror, a 10 foot pole, 50 foot coil of hemp rope, a sack, three 12 foot rowboats, three bags of coins (100 stl each), a 10-by-10 foot iron door (barred on one side and must be placed upright, attaches and hinges itself), two 2-by-4-by-2 foot glass windows, three silver coffer (6-by-6-12 inch, worth 500 stl each), divine scroll (CL 7th): *repel vermin*; a portable ram, a 24 ft wooden ladder.

DD 4: GAS CLOUD

Wet footprints can be clearly seen heading down this passage. The passage leads down towards a sickly green, billowing cloud and the cloud is advancing down the hallway at 10 feet per round. The cloud fills the entire passage with effects similar to those of a *cloudkill* spell. The heroes have the option of trying to pass through the cloud, which will force them to make a DC 17 Fortitude save or lose 1d4 points of Constitution, or retreat back down the hall to the water filled room. If the heroes retreat back to the water filled room they can hide underwater and let the gas cloud pass. This cloud was released by Kitiara and Skie after they set off one of Clarion's traps.

DD 5. A MAZE

This is a maze of corridors lined with false iron doors. Watery footprints can be seen trailing through the maze that lead to a specific iron door in the north, which appears to be bolted from the inside. Once the door is opened, the door opens onto a stone wall.

Iron Door: 2 inches thick, 10 hardness, 60 hit points, Break DC 28.

Five feet to the left of the door there is a slight shimmering on the wall (Spot DC 20 or Search DC 15). A DC 30 Spellcraft check identifies the wall as being affected by a *passwall* spell. As soon as all the characters pass through the hole the *passwall* effect ends. On the other side of the hole is a 10 foot drop in to a tunnel (1d6 falling damage).

DD 6: ROLLER BALL

The tunnel is completely round and measures about 50 feet in diameter. Characters that follow the course of the tunnel find that it completes a full circuit, bringing them back to the point that they entered and is roughly 150 feet in length.

The only features along the tunnel are a set of pits. Each one is five feet deep and can hold up to three Medium-sized creatures comfortably. The pits are spaced 75 feet apart. On the far side of the tunnel from where the characters entered there is a ramp that has a *grease* spell on it, which leads to a set of double doors. The effects of the *grease* spell make simply walking up the ramp require a DC 10 Balance check those working on the getting through the door find the DC is harder due to the *grease* effect).

Five rounds after the characters have entered the tunnel, Clarion uses his *telekinesis* spell-like ability to push a large boulder around the tunnel. The boulder completes a circuit of the tunnel once every two rounds. The boulder is as wide and as tall as the tunnel. Characters in the path of the boulder that are near enough to a pit, and can use it for cover. The boulder, unless stopped by Clarion, will roll over the pits without stopping.

Characters struck by the boulder suffer 8d6 points of bludgeoning damage and must make Fortitude save DC 15 or become knocked prone and stunned for one round. Clarion can stop the boulder on one of the pits, trapping any characters in the pit. Three or more trapped characters can use the aid another action to grant one of them a bonus when making the Strength check DC 26 to shift the boulder, allowing them to escape. The boulder continues to roll around the tunnel for eight rounds or until the heroes escape.

Iron Door: 2 inches thick, 10 hardness, 60 hit points, Break DC 33 (28 normal +5 circumstance due to *grease*).

DD 7: SMOKEY CHAMBER

The room is filled with blinding and choking smoke. All those characters that enter the cloud must succeed Fortitude save DC 15 or spend that round choking and coughing. As soon as the character leaves the cloud, the penalty is negated. The smoke is generated from a stream of lava that runs through this room.

A 10 foot wide stream of molten lava that runs through it divides the room evenly. Characters that fall into the lava suffer 20d6 points of fire damage (save for half) each round they remain in the lava. Coming within five feet causes 2d6 fire damage no save.

Above the stream of lava, 10 feet in the air is a chain bolted to the ceiling. The chain can be used to cross over the lava, although the chain can only hold a maximum weight of 200 pounds. Should a character carrying or weighing more than that attempt to use the chain to cross the lava, the chain breaks, dropping the character into the lava. Running and grabbing the chain requires a DC 5 Jump check. Although grabbing the chain inflicts 1d6 points of fire damage from the heated chain.

DD 8: MUDDY SLOUGH

The room is filled with a morass of mud and sludge covering 60 feet, the leftover effect from a *transmute rock to mud* spell (Spellcraft check DC 30 identifies the effect). The mud is treated as rough terrain reducing movement to one square for every two. Trying to run over the mud requires a DC 15 balance check or fall prone.

DD 9: EBONY DEATH

Stalagmites line this narrow passage. A number of them lay crumbled in the passage, the leftover from a *black tentacles* spell (Spellcraft check DC 29 to determine this). Line this passage for 40 feet.

The *black tentacles* spell will grapple all characters that attempt to make their way down the passage through them. The *tentacles* have a +15 grapple check bonus and deal 1d6+4 points of bludgeoning damage each round they maintain the grapple. The spell's effects last for another five rounds after the characters encounter it.

DD 10: DEAD END HERE

This passageway leads on a short way before it is filled by thick strands of web, seemingly holding up masses of rubble and debris. Should the web be removed, the rubble spills out in to the passage and completely fills in within the round. Those characters caught within the spill suffer 4d8 points of crushing damage (Reflex save DC 15 for half).

DD 11: END OF THE LINE

In the mouth of the passageway leading to the chamber is a rock, which almost completely fills the opening. The heroes can bypass the rock with a DC 15 Climb check or a DC 15 Escape Artist Check. Once the heroes have bypassed the rock you may read or paraphrase the following:

You enter a massive cavern that extends 100 feet. long and 50 feet wide. On the far side of the chamber, opposite the passageway entrance, is an exit leading outside. Your attention is immediately drawn to a dragon unlike any you have seen before. Sunlight

radiating from the exit in the back of the cavern glistens off the scales of the creature that shine a metallic, golden brown! The dragon turns his eyes to you and says in a surprisingly gentle and weak voice. "So it seems the minions of evil have arrived to finish me off."

The Situation: Clarion, the bronze dragon, was attacked by Kitiara and is now nauseated and poisoned. He will remain nauseated for another 4 rounds. So he can only take a single move action per turn and no other action (other than speak).

Creatures: Clarion, a very sick bronze dragon.

☞ **Clarion:** 52 hp, see page 254

Development: Clarion has been mortally wounded during his brief battle with Kit and Skie. Kit had been given an artifact by the Dark Queen that would ensure that she could deal with the bronze, should she need to. Clarion is suffering the effects of the *icon of darkness*, and is both poisoned and nauseated when the heroes arrive at the entrance to the chamber, and the nausea lasts for another 4 rounds afterwards.

If the characters are not able to convince Clarion of their good intentions within four rounds he will use his *repulsion* breath weapon to keep them away. Should the characters continue to attack, he will use his *lightning* breath weapon.

Should the characters prove to be trustworthy and honorable, Clarion says he has "*battled with darkness and lost, tainted I've become...tainted by greed, avarice and pure evil, straight from the depths of the Abyss.*" He suggests that he might be cured of his malady if one of the heroes could sanctify him (cast a *consecrate* spell) as well as cast some healing magic to stop the vile poison of evil he has been tainted with (casting a *neutralize poison* spell or similar effect). If the characters do not have these spells prepared Clarion suggests they search his treasure hoard for ancient scrolls. It will take them 1d6 rounds of searching to find it. If the heroes are unable to uncover the scroll Clarion will die within 10 rounds.

Treasure: The treasure in Clarion's lair is not as great as it once was. During the centuries of his hermitage, large amounts of it were stolen, lost, or misplaced. The rest is hidden beneath several large boulders. Locating the treasure without the aid of Clarion requires a Search check DC 20 and Strength check DC 15 to move the boulders. Found within the hoard is a divine scroll (CL 16th): *bless*, *consecrate*, *neutralize poison* as well as the following: 5,000 stl, 1,600 sp; a pair of matched crystal goblets (400 stl), a silk-upholstered ivory chair (550 stl), a white velvet cassock with gold and sapphire insets (750 stl), a set of ivory and obsidian Khas pieces (1,200 stl), and a platinum wall mirror (1,400 stl); a +2 *heavy wooden shield*; and a *staff of size alteration*.

DD 12: CLIFFTOP ESCAPE

Read or paraphrase the following as the heroes exit through the passage leading to this area:

You emerge from the shadow of the mountain. Before you lies a massive spit of land narrowing out into a cliff buffeted by harsh winds. You can see the limp form of Berem being dragged by Kitiara up the slope toward the edge of the cliff where Skie sits

perched on the edge looking down. At your arrival the blue dragon spreads his wings and roars a warning to the Highlord.

The Situation: The heroes have discovered Kitiara escaping with Berem. It appears that Berem is unconscious, but in fact he has simply given up hope and has fallen limp, forcing Kitiara to drag him up the slope. The strong winds that buffet the cliffs are enough to knock Kitiara back so Skie is blocking them by spreading his wings to allow the Dragon Highlord to approach.

Creatures: The Dragon Highlord uth Matar and her blue dragon Skie. Clarion may join in the battle once he recovers from his nausea. Berem the Everman will remain limp until he is taken to the dragon.

☞ **Kitiara uth Matar:** hp 99, see page 241

☞ **Khellendros “Skie”:** hp 337, see page 257

☞ **Clarion:** hp varies, max 522, see page 254.

Tactics: Kitiara’s number one goal is to capture Berem. She will not stay and fight; she will focus on escape. Skie will first cast *storm wall* to separate the heroes from Kitiara. Then he will unleash a *lightning bolt* as soon as more than one hero passes through the wall. This will be difficult considering Kitiara is in the way and he is rooted to one spot for the moment. After the first round he will take a move action to move forward with his wings spread and a standard action to cast a spell. Once Kitiara has reached him he will lower his wings subjecting anyone on the cliff to a round of severe winds. Medium creatures will be unable to move forward and small creatures will be knocked prone by the gust of wind. Each round the severe wind will come from a different direction, roll a 1d4 with 1 being from the North, 2 coming from the West, 3 coming from the South and 4 coming from the East. It will take Kitiara a full round to get Berem and herself up on Skie’s saddle. If the heroes employ spells to somehow render Kitiara immobile or unable to act, Skie will come to the rescue and grab both Kitiara and Berem.

Development: This battle could proceed a number of different ways, however the end goal of this scene is to allow the heroes to stop the Dragon Highlord from kidnapping Berem and for Kitiara and Skie to escape. This should be done in a dramatic fashion. If Kitiara and Skie manage to make it into the air with Berem, then he will panic and jump from Skie’s back falling hundreds of feet into the rocky, turbulent ocean waters below. Clarion should be used to drive Skie and the Dragon Highlord away. Clarion would even be open to allowing one of the heroes to ride him into battle against the Highlord, but in the end Kitiara’s plan to capture Berem should be foiled, the heroes should be victorious, and Kitiara should escape with Skie.

If Berem did fall to his “death” the heroes will be able to see his body from the top of the cliff. If they fish the body out of the water they will find that he is barely alive, but appears to be bleeding badly.

LEAVING THE DRAGON’S DEN

Clarion will allow the heroes to remain in his lair for the night to rest and recover. He states that he saw Berem lost in the jungle and took him in because he appeared to be dying of starvation. Clarion is aware of the war on the mainland. If asked why he hasn’t joined the battle against the evil dragons he ignores the question and tells the heroes they should seek

out the King of All Good Dragons if they wish to know such things. If they can find his domicile and prove themselves worthy, he may advise them how they might yet defeat the Dark Queen’s plans. Clarion says the King lives in a place called the Glitterpalace which is “many places and none.” Legend last mentions that the Glitterpalace could be found in the “home of the gods” located somewhere in the region of Taman Busuk.

LEAVING KARTHAY

When the heroes are prepared to leave, Clarion tells them that he spotted a vessel in a nearby cove when flying just a few days ago. It is up to the DM to determine what ship it is. It can be the minotaur ship that brought Kitiara to the island, the *Perechon*, or it might even be the *Aqua Regis* from the **Aqua Regis** random encounter in the Ruins of Istar. If it is the minotaur ship then it will only be manned by a skeleton crew of seven minotaurs. They will fight to prevent the heroes from taking the ship, but if Clarion appears the minotaurs will abandon the ship and escape into the jungle.

If it is the *Aqua Regis*, Captain Gnilli will greet them heartily and welcome them to his ship, which he has been working on. He will gladly take the heroes to the shipyards of Kalamán to pick up some parts he has been looking for. Lendle will be overly excited and examine the ship from bow to stern.

If however, the ship is the *Perechon*, Maq, Kof, Fritzen, and Lendle will rejoice at the sight of the ship. The ship was sucked down and battered by the Maelstrom and the wreckage washed up on the shores of Karthay. Maquesta says that with a couple weeks of hard work she can be seaworthy again. Lendle says that with tools and supplies from his home he can even repair the rowing engine. When repairs are completed the heroes can be on their way.

EPILOGUE

This chapter ends with the heroes sailing away from the Blood Sea Isle of Karthay. Where they head next is up to them, but Maq knows where she wants to go—the famed shipyards of Kalamán. It is her hope that the Solamníc lands have not fallen to the might of the Dragonarmies, plus she wants to get her ship back into shape. Clarion is even generous enough to donate 5,000 stl to Maquesta and the heroes for repairs. She knows that everything to the west of the Khalkist has fallen, and apparently so have the lands to the south of the New Sea. Kalamán appears to be the closest “safe” port to go to.

The journey from Karthay to Kalamán will take about two weeks travel time. If you wish to have any encounters during this time, you can use any of the unused Blood Sea Random Encounters or Ruins of Istar Random Encounters that you may have missed previously.

WHAT’S NEXT?

The heroes’ journey continues into **Chapter 13: Truth**, with the opening scene **A Hero’s Welcome?** The tales of the heroes’ exploits have reached the ears of the Whitestone Council, and when they show up in Kalamán the council wastes no time recruiting them to make a journey into the dark lands of Taman Busuk and Neraka to strike at the heart of the Dragonarmies central command. Hopefully along the way they will receive some helpful divine intervention by visiting Godshome.

CHAPTER TWELVE: TRUTH

“Oh,” he said, hearing Tanis cough impatiently. *“Map. Right. Yes, you see, once when I was just a little kender, my parents and I traveled through the Khalkist Mountains—that’s where we are now—on our way to Kalaman. Usually, you know, we took the northern, longer route. There was a fair, every year, at Taman Busuk, where they sold the most marvelous things, and my father never missed it. But one year—I think it was the year after he’d been arrested and put in the stocks over a misunderstanding with a jeweler—we decided to see Godshome, so we—”*

“The map?” interrupted Tanis.

“Yes, the map.” Tas sighed. “Here. It was my father’s, I think. Here’s where we are, as near as Fizban and I can figure. And here’s Godshome.”

“What’s that?”

“An old city. It’s in ruins, abandoned during the Cataclysm—”

“And probably crawling with draconians,” Tanis finished.

“No, not that Godshome,” Tas continued, moving his small finger over into the mountains near the dot that marked the city. “This place is also called Godshome. In fact, it was called that long before there was a city, according to Fizban.”

Tanis glanced at the old mage, who nodded.

“Long ago, people believed the gods lived there,” he said solemnly. “It is a very holy place.”

“And it’s hidden,” added Tas, “in a bowl in the center of these mountains. See? No one ever goes there, according to Fizban. No one knows about the trail except him. And there is a trail marked on my map, at least into the mountains...”

Dragons of Spring Dawning

By Margaret Weis and Tracy Hickman

SYNOPSIS

After a lengthy voyage at sea, the heroes arrive to a hero’s welcome in Kalaman. News of their deeds in the east has been delivered to the Whitestone Council, convening now in the great port city. The council believes their best hope against the Dragonarmies is to strike at the heart of the dark forces in Neraka. To this end they ask the heroes to make the journey as their best hope for salvation. The heroes are teleported behind enemy lines and travel on foot across the barren lands of the Taman Busuk. On the way they discover the way to Godshome and the fabled Glitterpalace—home of the King of All Good Dragons that the bronze dragon Clarion spoke of.

THEMES

Truth is the theme of this chapter, which continues the heroes’ story as they make their way towards the dark realm of Neraka. During this adventure the heroes uncover a great many truths. First they discover just how much of the continent the Dragonarmies have conquered and how desperate the battle has become for the forces of light. They learn the truth behind the Green Gemstone Man and the secret to the Dark Queen’s defeat will be revealed. After their journey through Godshome and the Glitterpalace the gods of

good will reveal themselves and bless them. Finally the heroes will be reunited with their companions where they will learn the truth behind the creation of the draconian race and the Good Dragon’s Oath. Thankfully, however, that oath has been broken allowing the good dragons to join the forces of light and to tip the balance of power in their favor.

LORDCITY OF KALAMAN

Founded by the merchants of Istar, Kalaman was meant to eventually rival the power and status of Palanthas to the west, and it may have, if not for the fall of Istar. Following the Cataclysm Kalaman demanded protection from the Solamnic Knights against the chaos that raged across the face of Ansalon. The knights were ultimately unable to provide that protection, so Kalaman had them expelled from the city and formed its own militia.

The city is established along a deep bay to the east of where the mighty Vingaard River of the Solamnic plains empties. The bay continues out into the ocean to the north. Over the centuries, Kalaman struggled to rise back on its feet. The government was restored. Each of the most powerful guilds met and appointed a Lord Governor who now rules over the city. Life in Kalaman is good. The poor here live better than in most other cities, the slums are in good repair, and most have an opportunity to find employment either in ship building yards or the fish markets.

The information in this section provides enough to play out the events in Kalaman for this adventure.

FEATURES OF KALAMAN

The Lordcity of Kalaman is a fortified city with a 15-foot high wall (Climb DC 20) surrounding the city on all sides, even along the waterfront. Towers, 25 feet in height (Climb DC 25), were built into the walls at about every 1500 feet, overlooking the countryside and harbor. Breakwaters extend from the walls in the north out into Kalaman Bay. Beacon lights are lit nightly to allow ships to find safe harbor. The northern parts of the docks are designed for ship builders. Special docks allow shipfitters and shipwrights to ply their trade. The rest of shoreline is crowded with a number of warehouses, customs offices, and out of the way watering holes.

Four gates lead into the city. Two lead from the waterfront: the Harbor Gate, which leads to the center of the city, and the Fisherman’s Gate, which leads directly from the waterfront to the fish markets. To the east lies the Warrior’s Gate that leads onto Haekal’s Causeway and to the west stands the Main Gate that leads out into the Solamnic Plains.

The majority of homes and buildings in Kalaman are constructed of wood with tile roofs. Larger buildings, such as warehouses and some stores are built with bricks. The more expensive homes and barracks are often crafted from marble and granite. At the center of the city towers Castle Kalaman. It is easily one of the most impressive citadels in northern Solamnia. Its white towers are prominent approaching Kalaman from any direction.

BEREM'S TALE

Berem's role in this story may not be entirely clear to the heroes by this point. They obviously know that he is wanted by the Dragonarmies, but until now there has been no evidence as to why. The entire truth of this will not be made clear to the players until they journey to Godshome and face the challenges of the Glitterpalace.

As it turns out, Berem is the key to allowing the Queen of Darkness to enter the world from the Abyss. Prior to this, she has only been able to enter as a shadow of her normal self. The gem embedded in Berem's chest is a missing part of the twisted temple in Neraka. Without it the Dark Queen will be unable to leave the Abyss fully, however it may be one way to ensure her defeat (see the **Choose your Fate!** sidebar on page 157 for more on this). This is why Berem is a hunted man. This is also why the heroes should bring Berem to Neraka so he can end his torment and possibly be used to defeat the Queen of Darkness.

As the heroes make their way from Karthay to Kalaman Berem will eventually open up to them and reveal the truth of his immortality and his past. You may read or paraphrase the following:

"More than 150 years ago now, I was traveling with my sister through the forests near our village in Neraka when we happened upon a clearing. In the clearing, the forest looked as if it had been blasted by lightning. The earth was scorched and there were ruins scattered around jutting up from the blackened ground like broken bones sticking through decaying flesh.

"We searched the ruins and I found a piece of a stone column that was encrusted with jewels! I know nothing about gemstones, but these looked very valuable. So I knelt beside the fire-blasted stone and brushed away the dirt and filth. My sister knelt beside

me.

"As I worked, my sister asked me what a beautiful thing was doing in such a horrid place. I could feel the evil too, hanging over the ruins, but I ignored it and continued my work. I took out my hunting knife and started chipping away at the stone around one of the jewels—a radiant green gemstone.

"My sister begged me to stop, but I wouldn't listen. She said it was a desecration, that I was committing sacrilege, that this place must be sacred to some god. 'What god?' I thought. There are no gods. I tried to explain to her that with these jewels we could make up for the long hard winter, that we could move to Palanthas and live like royalty! But she would have none of it. She forbade me to continue and for a moment, I could feel something frightening and evil come over me, but the jewels were so beautiful! I decided my sister was overreacting and I told her so. Then I went back to work digging out the gem.

"She grabbed my arm and dug her nails into my flesh to stop me. It hurt and I grew angry. My vision dimmed and I felt a suffocating feeling swell inside me. My head was pounding as if my eyes would burst from my sockets. We struggled. I yelled at her to 'Leave me be!' and I shoved her hard.

"She fell against the broken column and her blood covered the jewels. Except for the green gemstone that was now gone. And then the ground split apart. Dark columns rose from the blackened, blasted soil, spiraling into the air! A terrible darkness issued forth! I felt a horrible, burning pain in my chest and I ran... and I kept running...and I've never stopped."

The city streets of Kalaman are made of hard packed clay and flagstone. The guild leaders are careful to keep the streets clean and safe. "Good streets make for good business" is a popular saying among the merchant class. The city militia patrols the streets, guardsmen can be seen wandering in groups of up to six guards (warrior 1) and one officer (warrior 2).

ATTITUDES IN KALAMAN

The people of Kalaman have done their best to overcome the prejudices of their ancestors, who cast out the Solamnic knights following the Cataclysm. Until the news of the war to the south, Kalaman had prospered. It is a rich city and the attitudes of the people here show it. Most people will be Friendly and welcoming. Shopkeepers seek to be Helpful even if the heroes are not purchasing something, because a wise merchant knows that you catch more flies with honey than

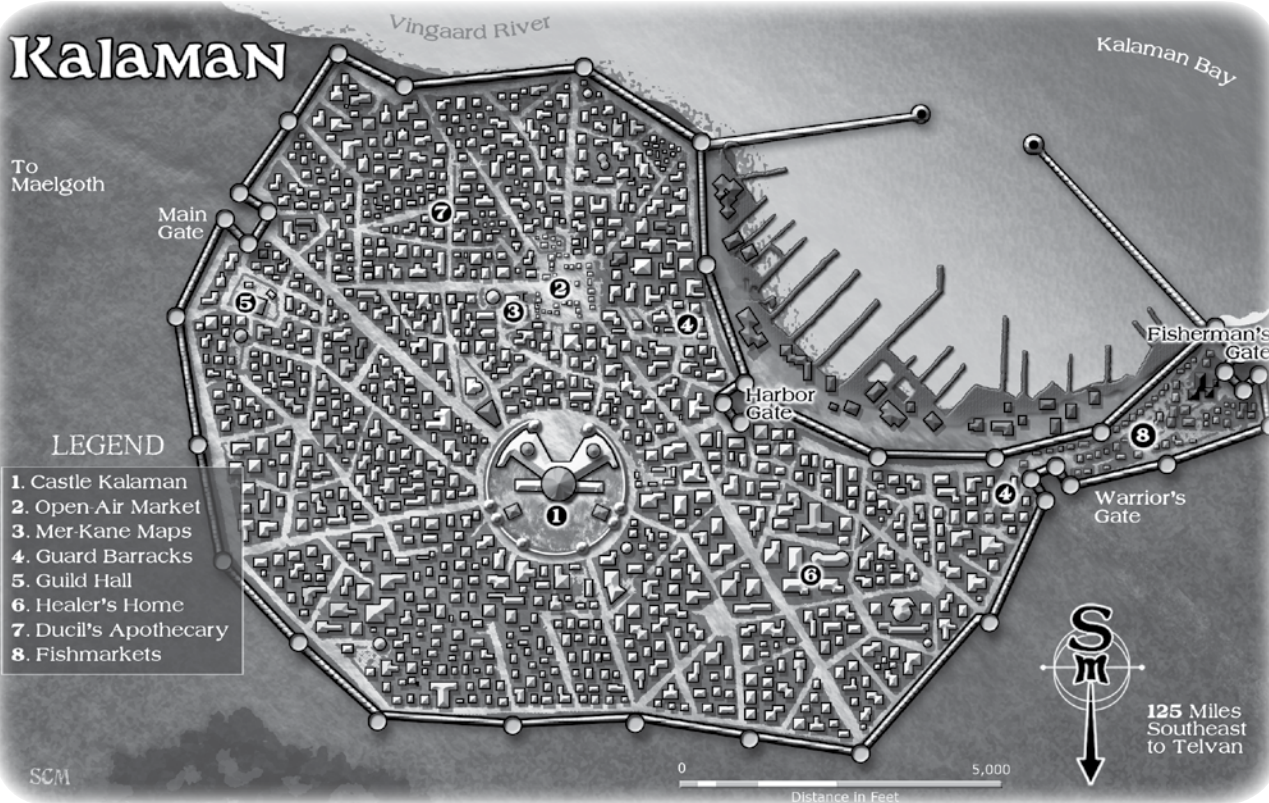
with vinegar. Guards have been trained to be respectful and even-handed and not to jump to conclusions, but to try and take time to hear out any dispute.

Currently the Knights of Solomnia have established a front just south of Kalaman along the plains of Estwilde. They, and the arrival of the metallic dragons, are the only things keeping the Dragonarmies from overrunning the city. Not to mention the recent defeat of the Dragonarmies' attack on the High Clerist Tower nearly a month ago. To this end, the citizens are Helpful to anyone dressed as a Solamnic knight. Any heroes who are knights will receive a +4 circumstance bonus to any Charisma-based checks.

PEOPLE TO MEET IN KALAMAN

The following individuals are central figures in the Lordcity of Kalaman. Use this information to guide you in handling any interaction with the heroes or to inform you of how they might be acting behind the scenes.

Kalaman



GOVERNOR MIAT

LN male civilized human noble 7

Lord Lerrin Miat is governor of Kalaman and one of the most powerful and influential men in Solamnia. He is a wise man that always keeps the best interests of his city at heart. Governor Miat can also be as stubborn as a dwarf once his mind is made up. He is thoughtful but persistent in his dealings. He realizes that his city is in considerable danger and is working with the Solamnic knight to not only save his city, but end the war decisively.

Governor Miat is a tall man, standing over six feet and has a powerful frame. When negotiating a deal he uses both his natural charisma and in some cases intimidation to get his point across. The Governor has three sons. The first two are headstrong like their father. His third son, Calof, is more patient than his brothers. The governor has groomed all his sons to take his position some day. **Initial Attitude:** Friendly.

SHERIFF FARLAND

NG male human fighter 5

Sherrif Aletsi Farland controls the city militia and oversees the day to day protection of the city. He is usually a friendly man, but the stress of having the Solamnic Knights present in the city has the Sheriff distracted and short tempered. He wants to make sure that his militia men are acting with the utmost efficiency and seems to be constantly observing his men and privately criticizing them. He does not have much time to spare outside his normal duties. **Initial Attitude:** Indifferent.

LORDCITY OF KALAMAN



Kalaman (Small City): Conventional; AL N; 15,000 stl limit; Assets 3,500; Population 9,267 (humans 83%, dwarves 9%, half-elves 5%, half-ogres 3%).

Authority Figures: **Lord Lerrin Miat**, LN male civilized human noble 7 (Governor of Kalaman); **Aletsi Farland**, NG male human fighter 5 (sheriff); **Necolai**, CN male civilized human fighter 4/rogue 2 (former mercenary, now tradesman power broker).

Kalaman Militia—The militia is formed of a mixture of locals and hired mercenaries. Each member of the militia is granted a home within the city. They are easy to recognize walking the streets as they wore red velvet coats and polished black boots and carry jeweled longswords. The militia is under the leadership of Sherrif Aletsi Farland: Human warrior 3 (2), warrior 2 (32), warrior 1 (50).

Solamnic Contingent—Since the arrival of representatives of the Whitestone Council and the victory of the Knights of Solamnia over overwhelming odds at the High Clerist Tower, the city has opened its gates to the knights and applauds their accomplishments. The Solamnic forces are under the astute leadership of Warden of the Sword Stark Ravenfield: human knights (38), human fighter 6 (4), fighter 5 (10), fighter 4 (21), fighter 3 (41), fighter 2 (71), fighter 1 (233).

LORD GUNTAR UTH WISTAN

Male civilized human fighter 9/Knight of the Rose 4

Lord Gunthar has proven himself as a wise and just leader among his peers. His recent decision to send a ragtag group of heroes to the High Clerist Tower resulted in one of the biggest triumphs for the forces of light in the entire war. Now the Solamnic knights are looking to him once again for the next big win. Lord Gunthar gathered a second Whitestone Council together in Kalaman to address the problems on that front, now that the Dragonarmy forces have been pushed back into Estwilde.

Lord Gunthar looks every bit the heroic knight. He is tall and well muscled. He wears highly decorated full plate armor and carries himself with nobility and assurance. In the Solamnic tradition he has long flowing mustaches, his only vanity. **Initial Attitude:** Helpful.

MIR KAR-THON

NG male human fighter 8

Mir Kar-thon is a representative for the interests of Northern Ergoth. Although Ergoth is separated from the mainland by the Straits of Algoni, the people of that nation are not foolish enough to realize that if Solamnia falls to the might of the Dragonarmies that they will be next. They know it is in their best interest to make sure that the dark forces are stopped before they overcome the entire continent.

Mir Kar-thon is a man of dark skin with iron gray hair and the arms of a giant. He looks like he spent many years as a warrior before he decide to settle down and fight with words rather than swords. Mir is Maquesta Kar-Thon's cousin on her father's side, but the two are not close. **Initial Attitude:** Indifferent.

PORTHIOS

LG male Qualinesti elf noble 3/fighter 7

As the crowned prince of Qualinesti, Porthios has the interests of his own people to consider. He is also looking for a decisive end to the war. He will not settle for something less than the total destabilization of the Dragonarmies. He believes their command structure should be destroyed. Once that is done his warriors can return to their homeland of Qualinesti and drive out the Dragonarmies without fear of retaliation. However, he realizes the dragons pose the largest threat and will look for any way to neutralize them.

Porthios is arrogant and haughty. He believes his ideas are irrefutable and scoffs at anything that does not coincide with them. He does not trust humans, but knows that only their assistance will ensure that the Dragonarmies will be defeated; this annoys him to no end. **Initial Attitude:** Unfriendly.

ALHANA

LG female Silvanesti elf noble 4/fighter 8 (advanced from Chapter 9)

Alhana Starbreeze is the leader of the Silvanesti elves. She is always conscious of her rank and station and expects others to treat her with respect due that station. Alhana needs to find an end to the war so that she can lead her people back to their homeland of Silvanesti. There they must work to reclaim their forests from the remnants of the Nightmare. Alhana realizes that her people are not offering any direct assistance in the war efforts, so she is offering herself in an advisory role.

She is suspicious of the motives of the other races and asks questions to determine why certain council members make the decisions that they do. However this does not pertain to the heroes as they gained her deepest respect. Alhana is achingly beautiful with jet black hair, eyes of deep purple, and porcelain skin. **Initial Attitude:** Helpful.

LORD QUINATH

NG male elf noble 8

Lord Quinath is the representative for the Silvanesti people in Alhana's absence. The elf is every bit as haughty and proud as Porthios is, but not nearly as intelligent or well spoken. He invited himself to this particular Whitestone Council more to gather information, than for anything else. The other Whitestone council members often overlook Lord Quinath's suggestions and he knows this. **Initial Attitude:** Unfriendly.

LEMI SILVERBINDER

LN female Daewar dwarf master 8

Lemi Silverbinder is dwarf from the region of Kayolin that represents the dwarven interests in the war against the Dragonarmies. She was invited to attend the Whitestone Council in Kalaman in an advisory role. Lemi is a shrewd negotiator and wants to make sure that the humans and elves of Ansalon do not go about designing plans that may affect her people. In negotiations she will make sure that whatever plan is laid out it does not shift the brunt of the Dragonarmies attacks to the south of Solamnia.

Lemi is very knowledgeable about Dragonarmy tactics and occupation methods as she heard first-hand reports of their occupation of Lemish, just to the east of Kayolin. She can explain the structure of the Dragonarmy command to the heroes and the right things to say when interacting with guards while traveling through Taman Busuk. **Initial Attitude:** Friendly.

SIR STARK RAVENFIELD

LG male civilized human fighter 6/Knight of the Sword 6

In spite of his young age, Warden of the Sword Stark Ravenfield is a veteran of many battles. He also fought against the Blue Lady's forces at the High Clerist's Tower. A noble by birth, the blonde Sword Knight is even nobler in spirit and he has dedicated his life to the fight for freedom. It is this dedication that has earned him the undying loyalty of the men who serve under him. Sir Stark Ravenfield is a skilled swordsman and an even better tactician. However, the one thing his soldiers will lovingly say defines his character, apart from his devotion to the ideals of the knighthood, is his vanity. Sir Ravenfield can spend hours trimming his thick moustache and performing various physical and martial exercises, and his sword and armor always shine bright, even in the midst of battle. **Initial Attitude:** Friendly.



PLACES TO VISIT in KALAMAN

The following entries correspond to keyed locations on the Kalamam map.

T1: CASTLE KALAMAN

The castle at the center of the city is beautiful and awe-inspiring. The finest craftsmen of Istar designed and constructed the building more than 400 years ago. Since that time, the Lord Governors of Kalamam have spent much money and effort keeping the castle in good repair. The castle is surrounded by a 10 foot wall of white stone that is free of ivy and washed regularly. Inside the wall are beautifully landscaped gardens with expertly crafted topiary, benches, and winding stone paths. The castle is full of servants who always seem to be busy with one chore or another.

Development: Lord Governor Miat, his wife, and their three sons live in the castle. The governor is constantly occupied with meetings although he will take a brief moment to meet with the heroes, should they stop by.

T2: OPEN-AIR MARKET

The open air market of Kalamam is known throughout the region as a central meeting place for all manner of merchants and tradesmen. Lines of stalls run for hundreds of yards with vendors from all over Anslon. Nearly every type of ware can be found here from simple leather works, to exotic fruits, to expensive jewelers. In addition, all sort of services can be procured here. The most notable blacksmith in Kalamam, Reagen Steelshod, has a stone building near the center of the market where he has been in business for nearly 70 years! The market is open an hour before dawn and closes an hour after sunset. The Kalamam Militia makes their rounds at both times to make sure shops are closing up and customers are making their final transactions. They are however, careful not to disrupt any dealings, as that would be bad for business.

Development: Heroes should be able to purchase any non-magical goods they require here. They could possibly even find minor magical items for sale here as well. Due to their growing fame the heroes will receive a 20% discount on all purchases made in the open-air market.

T3: MER-KANE MAPS

Mer-Kane Maps has been located in Kalamam in one form or another since the Cataclysm. The Mer-Kane family of Northern Ergoth are renowned for their skills in cartography. Every generation of the Mer-Kane has been blessed with map-making skills. The Mer-Kanes own a small stall on the edge of the open-air market where they sell all sorts of maps from all parts of Ansalon. The current owner, Ashe Mer-Kane, is a friendly gentleman who spent the better part of his younger years as an adventurer and knows all about the world beyond. For those places he's not familiar with he can always refer to his vast collection of maps.

Development: If the heroes think to look for a map of Taman Busuk before they leave they can find one here. It shows them everything that the regional map of Taman Busuk shows them, but it displays two locations labeled Godshome in Taman Busuk. A map of the region will cost 2 steel.

T4: GUARD BARRACKS

The Kalamam militia operates out of two buildings. One located near the Warrior's Gate and the other near the open-air market and Harbor Gate. Each compound consists of four, long, two-story buildings and a single three-story building that houses the guard captain's offices, all separated from the rest of the city by a 10foot stone wall with large wooden gates. The militia is evenly divided between both compounds and each group is overseen by a captain (LN human male warrior 3). Sheriff Aletsi Farland maintains offices in both locations and visits both regularly.

T5: GUILD HALL

The Guild Hall is located within walking distance of the Main Gate and consists of three buildings and a courtyard surrounded by a 10 foot. wall. The largest of the three buildings house the offices of Kalamam's merchant guilds, which have been incorporated for hundreds of years and enjoy a substantial influence over local businesses. The guild collect revenue from the vendors and shopkeepers in the city and turn that money back into maintaining trade with other ports and cities, as well as paying taxes to the Governor of Kalamam. The merchant guilds are among the most powerful entities in Kalamam and have more control than even the governor in many cases. If someone wanted to strike at the heart of Kalamam this would be the place to start.

T6: HEALER'S HOME

Located halfway between Castle Kalamam and the Warriors Gate is an abandoned livery that has been converted into a makeshift hospital. The hospital is a long, well-lit building with cupolas at both ends and modest ornamentation around the windows and doors. Prior to the building being a hospital and livery the building was an auction house, but the ventilation afforded by the cupolas made the building adaptable for a number of uses.

The hospital is relatively new and the smell of livestock is mixed with the smell of sickness and death. However, the healers who practice there are determined to heal those in need. The Healer's Home is filled with wounded officers from the battle front that were taken back to the city. More injured men arrive daily through the Warrior's Gate.

Development: There are two women and one man that work in the Healer's Home. If the heroes arrive here and the Prophet is with them the healers will welcome them in and question him or her about the magical healing he or she can perform. There are more wounded men here than the Prophet could cure in a week, but if he spends an entire day with the healers teaching him about Mishakal, they will each receive a *medallion of faith* and each one will become a 1st level cleric, allowing him to cast healing spells. Such an effort on the Prophet's part may lead this place to becoming one of the White Lady's temples in years to come.

T7: DUCIL'S APOTHECARY

Located to the west of the open-air market is a small apothecary run by an ancient gnome by the name of Ducilhiemerpentaronfanthenthal, or Ducil, as most folks refer to him. **Ducil** (NG male gnome master 10) is a wise gnome, versed in a number of subjects. People visit his shop for more

than just ointments or mage wares. They often seek him for advice on various subjects. His reputation as a soothsayer is well established among the citizens of Kalaman.

Development: Ducil may be sought out for a number of reasons. Maybe the spellcasters in the party need to stock up their spell components. Or perhaps the heroes spend some time asking about Godshome. If so, chances are that they will be directed to Ducil.

The old gnome looks like a wrinkled little prune and he shuffles around his shop pushing anyone that happens to be in his way as he dusts jars filled with strange ingredients. Ducil will absentmindedly sell his wares without much fuss—that is until someone presents him with something interesting to discuss. There is nothing more Ducil enjoys than theorizing and sharing his knowledge. Ducil can inform the heroes that there are two Godshomes. One is an ancient ruin and two days further east of that ruin is a magical site sacred to the ancient gods.

Ducil could even be an aspect of Gilean if it suits your campaign and may give the heroes any other information you deem pertinent to their mission.

T8: FISH MARKETS

The Kalaman fish markets are among the largest in all of northern Ansalon. Kalaman depends on their fish trade for a thriving economy. The fish markets are kept to the far east of the city past the Warrior's Gate where the smell from the markets doesn't intrude upon the other parts of the city. Rows upon rows of sellers hawk their wares and work on gutting, cleaning, preparing, and salting fish for shipping to buyers.

THINGS THAT HAPPEN IN KALAMAN

The following scenes happen more or less in order, beginning with the opening scene for this adventure.

A HERO'S WELCOME? (EL —)

This scene should occur as the heroes arrive in Kalaman Bay. Read or paraphrase the following:

The journey from Karthay was long and you eagerly await the landing ahead. As the ship pulls around a bend in the bay, you see ahead of you a white Castle surrounded by high walls. The ship pulls closer and you can see activity along the shore. Kalaman certainly seems busy, but you don't see any signs of evil dragons flying above or Dragonarmy banners.

As the ship pulls into the docks, the waterfront begins to get crowded with citizens pouring out of the central gate. Many are pointing in your direction and waving. As the ship pulls into the dock the people begin to cheer and applaud. It appears that your arrival in Kalaman has not gone unnoticed.

The Situation: The armies of Solamnia were victorious over the Dragonarmies and have pushed their front line back into the region of Estwilde. Even more amazingly, good dragons have started arriving on the mainland to assist the Solamnic forces. Just a few short days ago a bronze dragon by the name of Clarion arrived in Kalaman and requested

to speak with the Lord Governor. The amazed citizens listen intently as Clarion told the story of the heroes' trek through the Plains of Dust, Goodlund, and the Blood Sea of Istar. He also boasted how they bested the Dragonarmies of those regions and were going to be arriving in Kalaman in a matter of days. It appears that the heroes reputation has proceeded them.

Development: The heroes will be welcomed with open arms and given free room and board in the finest inn in Kalaman, the Strutting Duck. Their presence has been requested by the Whitestone Council. They are to meet in three days at Castle Kalaman. The heroes have also arrived just in time for the Spring Dawning Festival that will occur in two days. For now the heroes are allowed to relax and explore this city while they are treated as celebrities.

Maquesta, Lendle and Koraf will say good bye and good luck to the heroes. They will remain in town for the next couple of weeks, refurbishing the *Perechon* and looking to hire a new crew. If the heroes didn't take the *Perechon* from Karthay you may alter the scene accordingly.

SPRING DAWNING FESTIVAL (EL 12)

Two days after the heroes arrival is the annual Spring Dawning festival. In the morning as the heroes explore the city you can read or paraphrase the following:

As you leave your inn you see smoke hovering above the city. Your heart beats quickly for a few seconds before the smells of ham, warm muffins, frying bacon, and exotic coffees assails you. A flurry of action and high-pitched screams explodes to your left and you flinch reaching for your weapon before you realize that it is a group of children yelling excitedly and playing in the streets. After being cooped up for the winter months, the children are finally aloud to run wild and play. People are dressed in brightly colored clothes and wave to you in a friendly manner. You realize, today is Spring Dawning, the long winter is finally over.

The Situation: The city is beginning its celebration of the Spring Dawning festival. It's a day of relaxation and enjoyment.

Development: This scene is to give the heroes a moment of breathing room and to allow them to have a day to relax and not worry about looking over their shoulder. There will be plenty of that in the days to come. Allow the heroes to interact with the people of Kalaman here are some suggestions:

Bands play in the streets so let the heroes take a hand at dancing with a fair maiden or handsome lad. Have them roll Perform (dance) checks to see if they get laughed at or swooned over.

Vendors sell wine and ale in the streets as most shops are closed. Perhaps there is a drinking contest and the heroes can participate by making successive opposing Constitution checks versus other drinkers to determine if they can be the last drinker conscious.



Actors perform plays on various street corners. This year the most popular play seems to be the reenactment of the victory at the High Clerist Tower. If you played *Dragons of Winter* you should tailor this play to retell the events of that battle in a grand and heroic fashion.

There are many more games and contests in which the heroes can participate during the day and they should be encouraged to take the time to join them. The actual games can be crafted by you or gone over in brief. After lunch the crowds begin to gather outside Castle Kalaman where a wooden stage has been erected. The Lord Governor, his wife and sons, and Lord Gunthar are on the stage along with a number of other brave knights. The Lord Governor of Kalaman makes a brief speech. You may read or paraphrase the following:

The Lord Governor of Kalaman stands before the crowd and speaks in a strong and noble voice. “Good people of Kalaman, it has been a long and terrible winter. All of you have struggled to make it through and you have done it once again. We are here not only to celebrate the end of that long winter, but to a new and bright future. The Knights of Solamnia have joined forces with fabled good dragons and now ride into battle bearing great magical lances. They are driving back the dark forces to the south much as the coming spring ends the death of winter! We shall prevail!

Even now we have heroes among us that have rallied against those dark forces and survived to tell the tale. There are many heroes among us now, and I don’t only refer to those who wield swords or cast spells. You, the people of Kalaman, have proven to be heroic in these troubled times. It is to all of you that I drink tonight and to all the heroes that have had a hand in driving back the winter and bringing in the spring!

Development: If you wish, you could have Governor Miat invite the heroes up on stage for further adulation. However after the speech Lord Gunthar and the Governor will head back to Castle Kalaman and inform the heroes that they will speak further with them tomorrow during the Whitestone Council.

WHITESTONE COUNCIL (EL —)

The Whitestone Council meeting is scheduled for the afternoon after the Spring Dawning festival. The heroes have been invited to attend. Run this scene when the heroes make their way to the Whitestone Council. Read or paraphrase the following:

You make your way to the grand council chamber of Kalaman castle and are escorted to the tower of the council hall. Kalaman militia guards dressed in velvet red coats line the halls and nod respectfully to you as you pass.

Your escort opens the double doors to the council chamber and signals you to enter. The council hall is round and lined with windows allowing a flood of sunlight into the room. The red curtains around each window sway with ebb and flow of the air drifting through the room.

One table with three chairs has been placed at the end of the hall. Situated in front of the table are a number of chairs arranged in a semicircle to allow everyone sitting to see one another. Only half of the chairs are occupied by various individuals. Seated at the table are three figures, one is a man with tall dark hair and a friendly smile. The second is a dark skinned man with grey hair who studies you intently. The third is a Solamnic knight in full plate that stands as you enter and says “Welcome and well met, brave and mighty Heroes of the Lance! I, Lord Gunthar, greet you and welcome you.”

The Situation: The Whitestone Council has begun! The heroes will get a chance to interact with the various attendees. Everyone listed in the **People to Meet in Kalaman** on page 137 is in attendance with the exception of Sheriff Farland and Stark Ravenfield. Make sure to review each of the entries for a description of each person and their thoughts on the war.

If Alhana is with the heroes Lord Quinath will be pleased and surprised. He did not believe the rumors that an elven princess was with the heroes and decided to see for himself. He can report that the Silvanesti refugees are getting by, but want to know when they can return to their homeland.

As the heroes are exchanging greetings with each of the council members. Gunthar will insist on hearing first hand from the heroes about their exploits. While the heroes begin to tell their tale Porthios will interrupt and demand the council get back to business. You may read or paraphrase the following:

Porthios says, “Let us get on with this, we don’t have time for idleness. The problem, as we have been discussing it, is that the Highlord’s army has been pressed back toward its homeland for the moment. The good dragons and dragonlances have helped, but they have not solved our problem. Now there have been reports of the enemy possessing great flying castles!”

Lord Gunthar continues looking at you, saying, “The Dragon Empire will destroy us within a few weeks unless something is done. We have heard the news from our spies and the bronze dragon Clarion himself of how you escaped capture in the Plains of Dust and made your way through the Dragonarmy controlled region of Goodlund. We need people with your skills to strike at the heart of that dark empire. We would like you to travel to Neraka and see if you can find a way to somehow manage its overthrow.”

You can give the heroes some time to discuss this, although the assumption is that the heroes will eventually agree that they are the right people for the job. Once they agree to the mission the council seems eager to discuss getting them there.

Lord Quinath addresses the council, saying, “I believe we should disguise some of these metallic dragons to appear evil. We could craft an illusion over the dragons to make them appear to be blue or black. They would be more than sufficient to take them on the mission.”

“Or we could disguise them as merchants,” says Governor Miat. “There have been many merchants passing into the Dragon Empire lands of late and this may be a good disguise for you. I can supply three merchant wagons with supplies ready.”

“What nonsense!” Porthios explodes. “What folly! We are supposed to risk our only hope with such contrivances? Send them into enemy lands on creaking wagons or broadcast their arrival on painted-up silver dragons?”

“We could dress them up as Dragonarmy officers,” suggests the dwarven representative. “We know that is has worked before and I could instruct them on some of the Dragonarmies command structure.”

“Yes,” Mir-Karthos agrees. “I say that soft steps by night is the only way into Neraka. We should have a wizard teleport the lot of them behind enemy lines and let them sneak in.”

Lord Gunthar turns to you and says, “Well, whatever happens, we can only get your group behind the enemy’s lines. It will be up to you to choose how you will make the journey and what you will do once you arrive.”

Development: You can have the players discuss ideas. If they come up with something that will get them safely across the enemy lines then go with it. Although anything outside of delivering them just north of Telvan will have to be handled separately from the adventure. The adventure continues on assuming that the heroes are transported just north of Telvan. The heroes may make the journey.

If the heroes spend a couple hours with Lemi Silverbinder she can educate them about the basics of the Dragonarmy. This will give them a +4 circumstance bonus to any Charisma based skill when dealing with Dragonarmy officers.

The Whitestone Council can provide the heroes with any non-magical supplies they require for the trip. The heroes will be scheduled to leave the city the following afternoon. They are to report to Warden of the Sword Stark Ravenfield he will make the necessary arrangements to assist the heroes on their journey.

The council also informs the heroes of an underground resistance in Neraka and the surrounding region that is working against the Dragonarmies from within. The council knows of a Hidden Light operative that works as a butcher in Jekek. They tell the heroes to seek out Darallan to see if she can provide them with any information that could help them once they reach Neraka.

FLYING CITADEL (EL 11)

This scene should be run just as the heroes are preparing to leave the city. If they listened to the Whitestone Council then they will meet Warden of the Sword Stark Ravenfield at the Warrior’s Gate. Depending on how the heroes decided to make it through the front in Estwilde, there may be a White Robe wizard waiting to teleport them or a number of merchant wagons, or supplies for whatever method they chose.

As the heroes are preparing to leave a messenger arrives from the plains riding hard. He reports to Ravenfield telling him that the Blue Dragon Highlord wishes to parley with the Lord Governor. At this news Berem tries to flee from the Warrior’s Gate into the city. Within an hour the Lord Governor arrives alone as Lord Gunthar left the city earlier that morning. Then read or paraphrase the following:

Someone shouts and points up, where you can see a dark shadow descending from the sky. The shape quickly transforms into that of a familiar blue dragon. The Blue Dragon Highlord and Skie land on the ground, the wind of the dragon’s wings stirring up dirt and dust.

The Highlord stands in the saddle and says to the Governor, “Governor of Kalamán, hear this. The Queen of Darkness, my majesty, has given me leave to show you mercy. If you follow her demands your lives will be spared and your city taken with the least amount of bloodshed.

“First, the Queen demands that a human named Berem the Everman, be turned over to her immediately. Second, she demands that the good dragons make their way to Sanction, where they will give themselves up to Lord Ariakas. Finally, Lord Gunthar will call for the Knights of Solamnia and the forces of the Whitestone Council to lay down their arms.

“The Dark Queen is not unreasonable. Her Dark Majesty has foreseen that these demands will need time to be acted upon. You have three weeks. If within that time, you have not found the man, Berem, and if you have not sent away the good dragons, you will face the consequences.”

Then a nearby guard calls out on the wall and points to the horizon. There in the sky an object floats closer to the city, much larger than any dragon, and as it draws near it takes shape. A great citadel situated on dark gray storm clouds draws nearer. Swarms of evil dragons circle the structure, causing all the citizens to flee the walls in terror. The citadel looms over the city and casts its dreadful shadow over the terrified citizens below.

“Three weeks!” The Blue Dragon Highlord shouts as she sits down and flies off to the south.

The Situation: The situation should not appear to be something that the heroes could handle. In fact, if they suggest sneaking aboard the flying citadel or attacking it outright, Governor Miat will be appalled at their lack of

concern for the good citizens of the city, for surely the forces within the castle will rain down death upon the innocent lives down below.

Development: At this point the situation should be made abundantly clear: now that the Dragonarmies are in possession of flying citadels the heroes' mission to destabilize the command of the dark forces from Neraka is most dire. Lord Governor Miat will ask the heroes to begin their journey post haste.

LEAVING KALAMAN

Once the heroes leave Kalaman they will make the journey into Taman Busuk. If they decided to take good dragons or be teleported they will be dropped off in a desolate stretch of land three days northwest of the city of Telvan. If they instead choose to travel as Dragonarmy officers or merchants you can refer to the **Random Encounter** section of **Taman Busuk** to determine some of the encounters they may have on the way across the marshlands of Estwilde. However they depart the last thing they will see will be the massive flying citadel hovering menacingly over the city of Kalaman.

TAMAN BUSUK

Formerly an outpost of the Empire of Istar, the Taman Busuk is now a mountainous region dominated by the Khalkist Mountains and inhabited by goblins, gnolls, ogres, and human nomads. Broken by the occasional stretch of grassland and the impressive Plains of Neraka, the cold and sterile region is the birthplace of the Dark Queen's armies, the launching point for the five Dragonarmies. In the eastern part of the Taman Busuk stands the city of Neraka, in which the Dark Queen's unholy Temple is located.

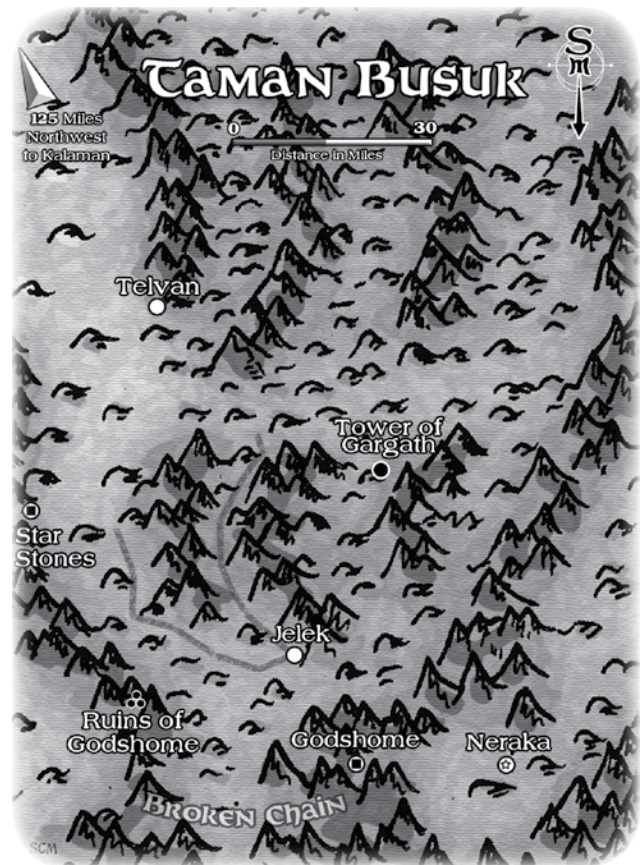
TRAVELING THROUGH TAMAN BUSUK

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); Mountain and plains terrain and Weather (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*);

The heroes arrive in the Taman Busuk three days northwest of Telvan. From there, they travel to Jelek (a journey which will take five days), where they meet up with a member of the Hidden Light resistance. From Jelek, they continue on to Godshome, a journey which takes three days. You can choose to spice up the journey south with some random encounters, but you should run some of the scenes that involve Dragonarmy forces, such as **Dragon Messenger** on page 149 and **Highlord Encampment** on page 154. This will help give the heroes an impression of what's going on with the Dragonarmies.

WEATHER

Temperatures in the Taman Busuk are relatively cold throughout the year with the short mild winters being slightly colder than the long summers. Precipitation is scarce with few violent showers during the summer. Snow is virtually unknown of in the region. Severe thunderstorms are common in the Taman Busuk and these storms present the biggest natural hazard for the heroes as they travel.



FLORA AND FAUNA

The Taman Busuk is a rugged land with little vegetation. Small forests of evergreens in the northern Khalkist Mountains provide the only vegetation in the region apart from the withered grasslands and the occasional dry brush. To the south, the smoke produced by the volcanoes makes living conditions extremely hard for plant life. As such, little wildlife can be found here. Insects such as spiders thrive here as do small rodents and snakes of all sorts. A few herds of oxen can be found roaming the grasslands but these herds are almost extinct, hunted by the barbarians and tribal humanoids living in the region. Few predators live in the region though the occasional mountain lion can be seen desperately hunting for food.

PLACES TO VISIT IN TAMAN BUSUK

Taman Busuk, once a lowly outpost for the fabled Istar has fared no better since the days of the Kingpriest. This is a rugged country, mostly sterile and mountainous with only the occasional break in the weathered dullness of the land. It was here that the Dark Queen has chosen to rekindle the forces of evil, and in this hot land, it has grown like a festering boil. There are few towns or settlements, and those that are, are remote; the most notable sites that could be encountered or explored are listed below.

TELVAN

Telvan is a small town in the foothills of the Khalkist mountains, marking the main entry way to the passes through to the other towns and villages of Taman Busuk. The town itself is a rag-tag collection of ramshackle buildings, showing the signs of ill repair. When the Dragonarmies took over

TELVAN



Telvan (small town): standard; AL NE; 800 stl limit; Assets 48,000 stl; Population 1,200; Mixed (60% human, 20% goblin, 13% draconian, 5% gnoll, 2% other).

Authority Figures: **Bashair Dukat** (NE nomadic human noble 1/fighter 8) is Telvan's Dragonarmy officer in charge of overseeing it.

Important Characters: **Darallan Suebban** (NG civilized human rogue 3/expert 6), Hidden Light rebel leader; **Charahl Springbok** (NE nomadic human fighter 2/barbarian 4) and **Devlinn DeCarte** (NE civilized human fighter 7) are the other two Dragonarmy officers stationed at Telvan.

the town from the locals, they stripped nearly everything of value from the town and packaged it off to Neraka for the war effort. This ill treatment by the Dragonarmies has left a bitter taste in the mouths of the remaining residents, but not enough for them to stage any outright acts of rebellion. A number of the townsfolk are known to aid the rebel group called the Hidden Light, offering them safe houses and other aid when they can. The town is governed by a trio of unscrupulous humans, the governor Bashair Dukat, a former pampered merchant lord exiled to Telvan for some slight given to the Blue Lady, and his two lackeys, the Nerakan Charahl Springbok and the Ergothian Devlinn DeCarte.

JELEK

Although not as large or as important a town as Neraka or Sanction, Jelek is still a major trading station for the region of Tamak Busuk. The town serves as staging area and outpost for all the Dragonarmies as they march through the region, as well trading some of the goods the Dragonarmies bring back towards Neraka. All the caravans that travel the roads through east-west routes of the Khalkist Mountains dread the heavy taxes imposed by the Dragon Emperor. This tax, as well as filling the coffers of the Dragonarmy, has made the rulers of Jelek immensely wealthy. Jelek is ruled over by an enterprising sivak, **Slaathan** (LE sivak draconian fighter 4) aided by a pair of equally unpleasant human mercenaries.

TOWER OF GARGATH

This famed tower is said by legend to have been the resting place of the Graygem in ages past. The fact that the tower shifts position within the Khalkist Mountains, and the strange and bizarre creatures that lurk around the area, definitely lend credence to the legends. The tower has a similar ability to the legendary Tower of High Sorcery of Wayreth, in that it can wander the mountains of the Khalkists. The tower seems to keep to within a 50-mile radius and there have been no records of a pattern to its wanderings. Whether or not one finds the tower seems to depend on the whims of the gods.

RUINS OF GODSHOME

Deep within the Khalkist Mountains are the ruins of an ancient city known as Godshome. The ruins were the first city dedicated to the worship of the True Gods, long before the rise of Istar. The city was split into districts, each dedicated to one of the True Gods, except for the three Moon-God cousins, Lunitari, Nunitari, and Solinari (who required no such districts) and the three Gods of Nature—Chislev, Habbakuk, and Zeboim—who prefer their worship out in the wilds.

At the center of the town is a massive circle of black marble 100 feet in diameter. In the past this stone may have been highly polished, but now it lies cracked and broken. Scattered throughout the circle are pockmarks that appear to be where small stones or gems were pried up that may have formed some recognizable pattern, but now looks like nothing more than random scattering of small pits.

The site is far from empty. Many creatures, both foul and fair, now wander the ruins. Explorers claim to have seen the ghosts of the last residents of Godshome weeping in the ruins. Legends persist that there is a hidden entrance somewhere within the ruins that leads to the home of the True Gods.

GODSHOME (MYSTICAL SITE)

The true Godshome is located in a sheltered valley hidden away in the Khalkist Mountains. The entire valley floor is made of a smooth black polished stone. The stone always reflects the night sky and the constellations regardless of the time of day. Jagged stone pillars surround the valley and prevent easy access to the site.

The constellations known as the Dark Queen and the Valiant Warrior are absent. If Fizban is with the heroes when they visit this place they will notice that the constellation of the Valiant Warrior will be visible.

STAR STONES

Only seen when the radiant light of the silvery Solinari and crimson hues of Lunitari are absent from the night sky or by those who follow the dark path of the God of the Black Moon, the Star Stones are one of the three Celestial Stairs found in Ansalon. The Star Stones seem to be suspended above the mountainside, climbing up into the sky to almost impossible heights. Legends have it that those strong enough or favored by the Dark God of Magic can climb the stairs and enter his abode within the Abyss. Whatever the truth, the stairs draw many aspiring Black Robe wizards to the site. The majority of them never climb the stairs, but stay for duration to study the dark Art at the foot of their master's home. Those that do climb and return come back changed, empowered by darkness that others can feel clinging to them.

BROKEN CHAIN

The Broken Chain is the name given to the mountains that flank the southern reaches of the Taman Busuk. The mountains are aptly named, as the ranges abruptly end, opening out into wide valleys and plains before just as suddenly rising back out of them. This is a dangerous place, for the risk of avalanches and cave-ins is more prevalent than in other mountain ranges on Ansalon. This is due to the many volcanoes that cause earth tremors and other geological events on regular basis.

RANDOM ENCOUNTERS in TAMAN BUSUK

Check for an encounter every two hours; the chance of an encounter is 25% during the day and 30% during the night (increase this to 40% if the heroes light a campfire). Details of each encounter are provided after the table. Most of the encounter are unique; if you roll a unique encounter more than once, re-roll the encounter for another.

d%	Encounter	Average EL
01-40	Tremors*	+1 or +2
41-50	Dragonarmy Patrols*	14 or 16
51-57	Ancient Road	13
58-70	Geysers	15
71-77	Dragons Above*	14 or 16
78-90	Volcanic Ash*	+1
91-00	Troll Hunters	16

* This encounter can be played multiple times.

Important Rules: Climb, Hide, Listen, Move Silently, Spot skills (see Chapter 4: Skills in the *Player's Handbook*); Mountain Terrain (see Chapter 3: Adventures in the *Dungeon Master's Guide*), Suffocation (see Chapter 8: Glossary in the *Dungeon Master's Guide*).

TREMORS (EL —)

The lands of Taman Busuk are regularly rocked by powerful earth tremors, caused by the active volcanoes, such as the Lords of Doom. Recently the volcanoes have become more active and the frequent earthquakes have intensified.

The Situation: The area the heroes are traveling through is hit by one of the varying strength earthquakes that frequently hit the Taman Busuk region. Each earthquake lasts for no more than 1d10 rounds (with the exception of the overwhelming earthquake and lava burst, see below) and when this encounter is determined, roll 1d12 and consult the following table for the exact strength of the earthquake.

1d12	Effect	DC Increase By
1-2	Minor shaking	+0
3	Minor swaying	+0
4	Minor rumbling	+0
5	Moderate shaking	+1
6	Moderate swaying	+1
7	Moderate rumbling	+1
8	Severe shaking	+1
9	Severe swaying	+2
10	Severe rumbling	+2
11	Overwhelming earthquake	+2
12	Lava Burst	+2

During the tremors, all creatures suffer a varying degree of effect, based on the strength of the tremor. For each level of the tremor all creatures suffer a –1 circumstance penalty to all attack rolls and damage rolls. The DC for all Listen checks increases by +2 per level of the tremor. Each hero must succeed a Reflex save DC 15 + the level of the tremor in order to remain standing each round of the tremor, a failure results in the hero falling prone. All spellcasting creatures must succeed on a Concentration check DC 20 + the tremor level + the spell level in order to successfully cast a spell. Each round of the tremor there is a base 10% chance plus 5% per tremor level that a fissure opens up in the area. All creatures are allowed a Reflex save DC 20 to avoid falling into a newly opened fissure. Unlike the fissures created by the *earthquake* spell, the fissure remains open after the tremor has stopped. Fissures freshly opened are the tremor level x 10 feet in depth and no more than two feet per tremor level wide.

Each of the tremors has a 30% chance of another encounter happening. If another random encounter is determined, the Effective Level (EL), that encounter is increased by the amount in the “DC Increased By” column. Certain levels of the tremor also impose other hazards or effects, as noted below.

Moderate Shaking and Above: The loose dirt, sand, grit, and dust are shaken into the air, creating a cloud that reduces visibility. All creatures can see up to 50 feet away without penalty, between 50 feet and 100 feet creatures have concealment (20% miss chance) and creatures more than 100 feet away are considered to have total concealment (50% miss chance and no line of sight). With each additional tremor level the visibility range is reduced by –10 feet. This has an effect of increasing the DC for Spot check DCs by +2, with an additional +2 for each tremor level higher than moderate shaking.

Moderate Rumbling and Above: The tremendous noise created by the tremor becomes so loud that it can actually cause damage. All creatures suffer 1d6 points of sonic damage if the fail a Fort save DC 15 (save for half). For each additional tremor level beyond moderate rumbling, the Fort DC increases by +1 and the sonic damage increases by +1d6.

Severe Swaying and Above: At this tremor level the very walls of the mountains are prone to collapse, sending avalanches and rockslides down on the creatures. Each round of the tremor the creatures are pelted by rocks and falling stone dealing 1d6 points of bludgeoning damage (Reflex save DC 15 for half). For each additional tremor level beyond severe swaying, the rocks deal an extra +1d6 points of damage and the Reflex save DC increases by +1.

Lava Burst: In addition to the above effects, the fissures start to rapidly fill with molten lava. The lava increases in height from the bottom of the fissure at a rate of 10 feet per round and deals 1d6 points of heat (fire) damage to all creatures within 10 feet of it. Creatures caught up in the rising lava suffer 6d6 points of fire damage (no save) each round they remain in the lava. The lava will carry caught creatures up the fissure with it as it rises. The lava rises for 1d10 rounds, should this exceed the height of the fissure, the lava becomes a lava fountain, spewing lava out in a 40 foot radius dealing 6d6 points of fire damage (Reflex save DC 15 for half).

DRAGONARMY PATROLS (EL 14 OR 16)

The Khalkist Mountains are swarming with various forces of the Dragonarmies. The chances that the heroes manage to sneak by all of the Dragonarmy patrols is slim. The patrols cross the main trails once every three hours and some patrols cross paths with other patrols. If the patrol is from the same Dragonarmy, the two patrols briefly exchange information and continue on their way. If the two patrols are of differing Dragonarmies, they exchange information that usually ends up in the two patrols fighting for 1d4 rounds until the officer in charge can regain control over his men.

The Situation: The heroes are discovered by a patrol of the blue Dragonarmy. The patrol has orders that all rebels are to be killed instantly. All other would-be threats are to be taken into custody and marched to the stockades in Jelek, where the sivak Slaathan will question them and determine their fates. The heroes see a patrol on the trail 100 feet ahead of them. The pass itself offers some cover and the Dragonarmy patrol is allowed a Spot check (DC 20) to see the heroes.

There is a 30% chance that another patrol will enter the area 1d4 rounds after the first. Roll 1d6 to determine from which Dragonarmy the patrol comes: 1 or 2—Blue Dragonarmy; 3—Green Dragonarmy; 4—Black Dragonarmy; 5—Red Dragonarmy; 6—White Dragonarmy.

Creatures: The heroes are met by a patrol of one powerful Blue Dragonarmy officer and his patrol of three warriors.

☞ **Dragonarmy officer:** 88 hp, see page 292.

☞ **Human Dragonarmy patrol (3):** 80 hp, see page 280.

Development: If the patrol sees the heroes, they will move forward to them in order to question them about their place of origin and destination. If the heroes have disguised themselves in Dragonarmy armor, they gain a +2 circumstance bonus to any checks made to pass through the patrol.

Should the heroes decide to attempt to avoid the patrol, and the patrol does not notice them, the heroes can make use of one of the small side trails that occasionally lead off the main trail and hide further up the mountainside. However, one out every three patrols will send a group to check out every side trail and thus may discover the heroes.

If the incoming patrol is from the Red Dragonarmy, they will assist the Blue Dragonarmy patrol in capturing the heroes, but as soon as this is done, they will kill at least one of the remaining Blue Dragonarmy warriors as payment for his lack of service. If the incoming patrol is from the Green or Black Dragonarmies, they will assist the Blue Dragonarmy patrol, but once every other round they will intentionally “miss” a hero to strike one of the Blue Dragonarmy patrol. They intend to kill the remaining Blue Dragonarmy soldiers, claim the heroes as prizes, and make the Blue Dragonarmy look weak and foolish. If the incoming patrol is from the White Dragonarmy, they will only stay to fight as long as the Blue Dragonarmy patrol seems to have the upper hand. As soon as they look as if they are going to be overrun by the heroes, the White Dragonarmy flees at maximum speed to find reinforcements.

There is a 20% chance that during the encounter the area is hit by a tremor (see the Tremor encounter above). This tremor has only minor to medium effects (roll 1d6 to determine the effects of the tremor instead of the normal 1d12).

ANCIENT ROAD (EL 13)

The heroes pass through a dry plain, with tall dry grasses. Through the grasses the occasional glimpse of an ancient road can be seen.

Creatures: The ancient road is now broken, and the protections that it once offered are failing or have failed completely. This has allowed a gholor undead beast to make its lair in one of the ruined sections of the road.

☞ **Gholor:** hp 130, see page 280

Tactics: The gholor has made a sinkhole in part of the ruined road just after the plains grasses once again cover the road. So well camouflaged is the gholor's lair that the heroes can only see it on a Spot check DC 25.

The only thing the heroes will see is a couple of gems and coins laying half-buried on the road before them. Once the heroes have stopped to investigate the bait, the gholor will make a lunging strike to attempt to snare one of the heroes and drag them back into its lair.

Development: The road is still quite passable for the most part. The heroes can use the ancient road to travel on. This shortens the journeying time of the heroes by half a day.

If the heroes investigate the ancient road, they will find that the road is still highly magical and that in places the road offers those on the road the protection of a *wall of force* spell and a *globe of invulnerability* spell. If the heroes make camp on the road, it lessens the chance of an encounter by 10%.

There is a 20% chance that during the encounter the area is hit by a tremor (see the Tremor encounter above). This tremor has only minor to medium effects (roll 1d6 to determine the effects of the tremor instead of the normal 1d12).

Treasure: At the lip of the sinkhole there are 4 rubies (500 stl each) and 200 stl in coins. The gholor's lair has an *immovable rod*, 14 gems (various stones, 100 stl each) and 3,000 stl. finding this treasure requires a DC 20 Search check.

GEYSERS (EL 15)

A thick fog clings all around you as you climb through the mountain trails. Every so often you hear a strange whooshing sound further ahead. As you cautiously get nearer to the sounds, large and low cone-shaped mounds can be seen on the moist ground.

The heroes have stumbled into a patch of active geysers. Each geyser is 1d4+2 feet in width and at the bottom of the mound is the main shaft that is 1d100+100 feet in depth.

Creatures: Three air loving yrthaks and one of their large kin have made theirs lair in the geyser area, taking advantage of the rising thermals to do what they like best and soar the currents.

☞ **Advanced Yrthak:** hp 205, see page 278

☞ **Yrthak (3):** hp 102, see *Monster Manual*

Tactics: The yrthak enjoy the warm air rising from the geysers and will not immediately notice the heroes approach through the area. About four rounds after the heroes enter the area (or sooner if the heroes call out to each other or make other loud noises), the yrthak take notice of the heroes and fly closer to investigate.



Unlike the heroes, the yrthaks' blindsense ability does not affect how fast it can move so it is able to sense the heroes within the swirling fog bank. The advanced yrthak will stay out of the melee combat, using his sonic lance ability to knock heroes down, enabling the smaller yrthak to swoop in and attempt to snatch them.

The smaller yrthaks will take turns to make dives against the heroes, singling out any that are prone (either through failing the Balance check or because they were made prone due to the sonic lance ability).

Development: Due to the constant fog and the geysers, visibility within the area is reduced down to 10 feet. Any creature more than 10 feet away is considered to have concealment (20% miss chance) and any creature more than 20 ft away is considered to have total cover (50% miss chance and no line of sight). A strong wind, such as that produced by the *gust of wind* spell, clears the fog while the spell is active, but the fog returns immediately once the spell ceases to be active.

The whole area is extremely muddy. All characters must succeed a Balance check DC 15 to remain standing or a Balance check DC 20 to move at half normal speed through the area. Heroes that fail the Balance check fall prone and slide 1d10 feet nearer to the conical depressions of the geysers. Characters that come within 5 feet of the central geyser shaft must make a reflex save DC 20 or fall into the shaft, falling 1d10 x 10 feet (taking 1d6 per 10 feet falling damage). Due to the slipperiness of the ground, all Reflex saves, as well as special abilities that would normally allow a hero to avoid or reduce taking damage, such as evasion, force to the hero to also succeed a Reflex save DC 15 or fall prone and slide 1d10 feet nearer to the geysers. This does not change the outcome of the heroes save check,

The area is filled with around 10 geysers, each one no more than 40 feet away from another. Each geyser erupts once every 1d4 rounds, producing a column of water 1d10 x 6 feet in height. Any characters caught standing over the geyser shaft when it erupts suffers 1d6 points of damage per 10 feet the column rises and is allowed a Reflex save DC 15 to take half damage. Heroes unfortunate enough to have slipped and fallen into the shaft take the same damage be are not allowed a save to reduce the damage. They are also lifted up the geyser shaft by a number of feet equal to the columns height. If this is enough to free the hero, the hero is thrown into the air a number of feet equal to the columns height minus the distance the hero traveled up the geyser shaft (taking 1d6 falling damage for every 10 feet the hero falls).

There is a 20% chance that during the encounter the area is hit by a tremor (see the Tremor encounter above). This tremor has only minor to medium effects (roll 1d6 to determine the effects of the tremor instead of the normal 1d12).

DRAGON ABOVE (EL 14 OR 16)

As the heroes make their way through the mountainous passes of Taman Busuk they run the risk of being spotted by one of the Dragonarmy dragon patrols that regularly scout the mountains for signs of the local rebels and any other threat that may come from Solamnia.

The Situation: The Blue Dragonarmy has a number of blue dragons and riders in the skies above Taman Busuk, watching the movement on the ground. Unless the heroes have taken pains to purchase or acquire suitable Dragonarmy armor to disguise themselves, any dragon and rider that Spots them (DC 20) has a chance to move closer to investigate.

Creatures: The female young adult blue dragon, Stormfront, and her rider, Darium, are patrolling the mountains. Stormfront and Darium do not get along. Stormfront dearly wishes to eat the human, and if it were not for the Dark Queen ordering her to accept the human as her rider she would.

☞ **Stormfront, adult blue dragon:** hp 189, see page 277

☞ **Darium:** hp 86, see page 274

Tactics: The dragon and rider will move to within 200 feet of the heroes and make another Spot check DC 20 and an opposed Sense Motive check (using the dragon's Spot or Sense Motive check) to ascertain that the heroes are what they seem to be. If the dragon fails the Spot check and fails the Sense Motive check, she flies off, content that the heroes are part of the Dragonarmy and she need not waste time on them.

If the dragon fails the Spot check but succeeds on the Sense Motive check, she remains flying around 200 feet away from the heroes and follows them for 1d4 rounds, making repeated attempts on the failed check. If she continues to fail the check, she flies off after the 1d4 rounds and sends the nearest Dragonarmy patrol to follow the heroes before she flies off.

If the dragon succeeds on both of the checks, she immediately uses her breath weapon to cause an avalanche, delaying the heroes' passage while she flies off to get the nearest Dragonarmy patrol. She returns 1d6 minutes after she caused the avalanche and continues to breathe on the heroes while staying at range. After 1d6 rounds of this a Dragonarmy patrol runs up towards the heroes. The Dragonarmy patrol has been using a forced run to get to the heroes as quickly as possible and starts the encounter with the fatigued condition.

There is a 20% chance that during the encounter the area is hit by a tremor (see the Tremor encounter above). This tremor has only minor to medium effects (roll 1d6 to determine the effects of the tremor instead of the normal 1d12).

VOLCANIC ASH (EL —)

The heroes are in a rocky area currently affected by a volcanic dust plume from one of the many volcanoes in the area.

The Situation: The heroes find that the volcanic dust cloud rolls up and surrounds them. The dust cloud reduces visibility to five feet. All creatures more than five feet away are considered to have concealment (20% miss chance) and all creatures more than 10 feet away have total cover (50% miss chance and no line of sight). All movement within the cloud is reduced to one-quarter normal speed.

The volcanic dust is also corrosive, poisonous, and so thick it starts to fill the heroes mouths and noses. Every round the heroes remain in the open within the cloud makes the take 1d4 points of corrosive (acid) damage with a Reflex save DC 15 for half and a Fort save DC 15 or suffer one point of Strength and Constitution damage.

Heroes that do not cover their mouth and nose also run the risk of suffocation. The volcanic matter, once moistened, cakes the heroes' mouth and nose, clogging it up. Total immersion in water will remove the volcanic matter from the heroes' mouth or nose, as will being covered and spending 1 minute doing nothing else but clearing the mouth and nose (see Suffocation, **Chapter 8: Glossary** in the *Dungeon Master's Guide*).

The volcanic dust cloud can be swept aside by use of such spells as *gust of wind*, or similar magic, otherwise it takes 20 rounds for the heroes to pass through the volcanic cloud and into clearer air.

There is a 30% chance that another encounter happens during the dust cloud. If another encounter is determined, the Effective Level (EL) of that encounter is increased by +1.

There is a 20% chance that during the encounter the area is hit by a tremor (see the Tremor encounter above). This tremor has only minor to medium effects (roll 1d6 to determine the effects of the tremor instead of the normal 1d12).

TROLL HUNTERS (EL 16)

The heroes become the prey for a group of troll hunters.

The Situation: As the heroes are making their way through the mountains, they stumble on the camp of some troll hunters, freshly back from their latest hunting trip in the mountains. The trails the heroes are on split just before the camp, with one branch of the trail passing through the troll camp and the other going off to one side to a narrow path.

Creatures: A pack of six troll hunters.

☞ **Troll hunters (6):** hp 130, see *Monster Manual*

Tactics: The craggy rocks and cliffs of the camp grant the heroes some cover as they approach, but makes it difficult for the heroes to clearly see the camp and who is in it. Both sides are allowed to make an opposed Spot check. The trolls are not attempting to hide, so the heroes gain a +4 to their Spot check.

The branch of the trail that leads away from the trolls leads to a winding path partially obscured by a broken cliff face. Heroes traveling up the path can use it to bypass the trolls but the places in the cliff face that are exposed require the heroes move at half normal speed and to make Move Silently checks and Hide checks (both DC 20) to sneak through the open parts without drawing attention to themselves.

If the trolls spot the heroes, the trolls launch themselves either directly at the heroes (if they used the trail through the troll camp) or back down the trail and to the trail the heroes took to avoid the trolls. Fighting in the trail that avoids the trolls is hampered by the width of the path and the cliff face. All Medium-sized creatures using medium-sized weapons (most swords) suffer a -1 penalty to attack rolls and damage rolls while fighting on the path. Large sized creatures and medium sized creatures using large weapons (great weapons, pikes, longspears etc) suffer a -2 penalty to all attack penalty and damage penalty while fighting with any weapon other than natural weapons.

There is a 20% chance that during the encounter the area is hit by a tremor (see the Tremor encounter above). This tremor has only minor to medium effects (roll 1d6 to determine the effects of the tremor instead of the normal 1d12).

THINGS THAT HAPPEN IN THE TAMAN BUSUK

These scenes happen as the heroes travel through Taman Busuk. Each one begins with the appropriate time to run the scenes, but they may be rearranged to your liking as necessary.

THE WHITE STAG (EL 11)

During their first day in the Taman Busuk, the heroes come upon a mortally wounded white stag.

The signs of war are clear here. The ground trampled flat by many clawed feet. Before you lies a great white stag, a pool of dark red forming from a wound in its flank. The stag raises its head feebly but the effort is too much for the dying animal.

The Situation: The white stag is dying. Before the heroes can move to help it, they notice the brush beside the white stag rustling. A baby deer is hiding in the brush, scared by the attack on its mother.

The white stag is beyond help. Neither natural nor magical healing help, and the stag eventually dies from its wounds. The stag speaks telepathically to the Prophet or any other hero with a *medallion of faith*, pleading with the hero to save his child.

My child...the world...take him to Godshome. There will your efforts be rewarded...and your path made more clear."

Development: If the heroes call to the young deer it will follow them. Should the heroes choose to bring the baby deer with them, they quickly find that the deer is fine as long as they travel south but as soon as they start traveling away from the Ruins of Godshome, the deer becomes increasingly ill. The illness cannot be cured and it lasts until the heroes turn around and head in the general direction of the Ruins of Godshome. The heroes may believe they have to travel to the holy site of Godshome, when in fact, the entrance to the Glitterpalace lies at the center of the Ruins of Godshome. This is a sign from the gods to set the heroes on the right path.

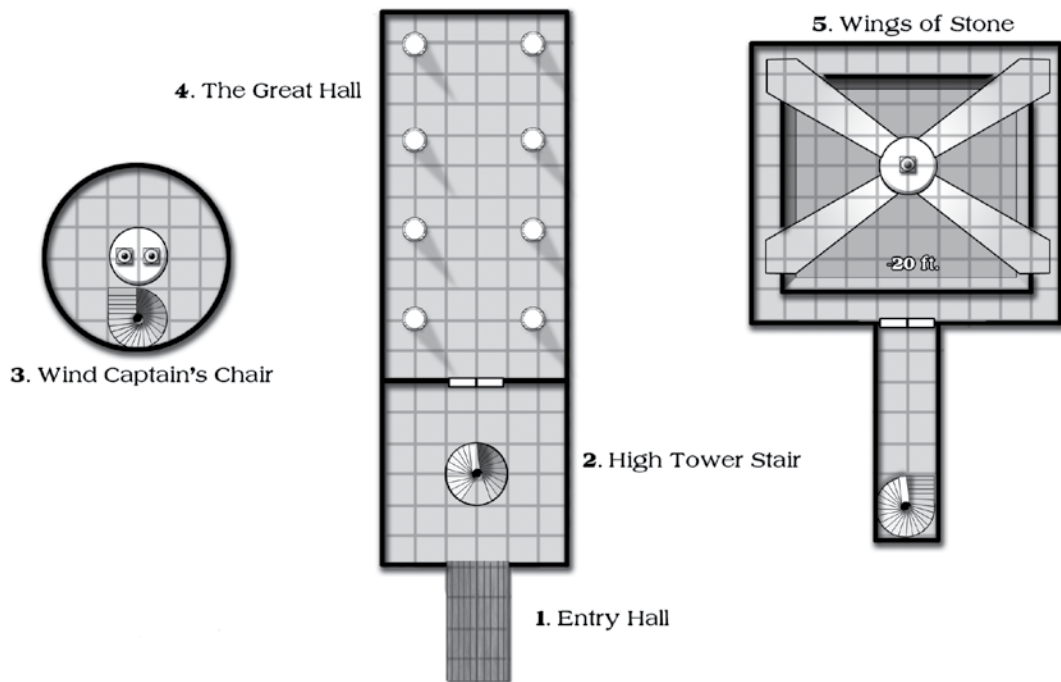
DRAGON MESSENGER (EL 16)

This scene happens on day three of the heroes' journey through Taman Busuk. They witness dragons flying overhead from time to time, back and forth from Neraka. One of the dragons lands near the heroes.

Dragons of all five colors fly in the sky, the last rays of the setting sun reflecting off their black, blue, green, red, and white scales. Suddenly one of the dragons, a large red, descends. The dragon lands near a water hole a few hundred feet away from where you stand and its rider, a dark-haired woman dressed in tight-fitting red and black leather, dismount.

UNDER CONSTRUCTION

1 Square = 5 ft.



SCM

The Situation: The darkness gathers in Neraka—literally. Messengers have been dispatched from the Dark Queen's city to deliver messages to the Dragonarmies spread across the continent. The message is a summons for the leaders of the Dragonarmies.

Neither dragon nor rider have noticed the heroes and that may give resourceful heroes the element of surprise, should they choose to attack the duo. The dragon landed near a small watering hole to allow his rider, a human woman, to fill her water skin before the long travel west. The dragon is watching his kin in the skies and the woman is crouched by the water hole.

Give the heroes three rounds to decide what to do before you make Spot checks for the dragon (+31 Spot). After five rounds, the woman mounts the dragon and they take to the skies once more, heading west. If the heroes attack, the woman tries to mount the dragon and, if successful, orders him to take flight. The dragon wants to fight but he knows full well the importance of their mission so after a single use of his breath weapon he takes off. If the dragon is prevented from taking off or if the two are separated before the rider is able to mount the dragon, they fight to the death.

Creatures: The dragon, an adult red called Brimstone, and the woman, a veteran scout named Veera Kazgo, have served together as Lord Ariakas' personal messengers since the first major offensive.

☞ **Brimstone:** hp 253, see page 273.

☞ **Veera Kazgo:** hp 85, see page 277.

Tactics: Before combat, Brimstone activates his ring of speed. In combat, Brimstone uses his breath weapon against the heroes before closing into melee. As is the case with most reds, Brimstone is confident in his skills. He makes use of

full attacks, spreading out his weapons on as many foes as possible. If the battle goes against him, he'll use his breath as often as possible.

Veera Kazgo activates her *boots of speed* prior to combat or in the first round of combat. She focuses her attacks on the Sage or other spellcasters within melee range, or otherwise on anyone standing between her and her dragon. As long as she's able to move toward her dragon, she won't employ the Full Attack option. If she is cut off from Brimstone, she uses Full Attack on foes as mentioned above.

Development: Veera Kazgo is carrying a baton containing a message scribbled in Nerakese. The message reads as follows:

Her Dark Majesty commands your presence and that of your personal legion to attend her. Arrive at the Temple of Neraka within two weeks or feel her wrath.

This message was meant for a high-ranking Dragonarmy commander and by intercepting the message the heroes will have prevented that commander from traveling to Neraka. While this doesn't have any real effect on the final part of the adventure, it should instill in the heroes a sense that they've dealt a potentially fatal blow to a high-ranking commander, possibly even a highlord.

UNDER CONSTRUCTION

This scene may occur on the journey south to Jelek. Read or paraphrase the following.

The broken road leads towards a desolate tower, jutting out from the cliff face. You can see a collection of tents crowded about the road at the base of the tower.

The tents belong to the construction group that is inside the tower converting it into a flying citadel. As the heroes approach the tent encampment, Spot check DC 15 will reveal that there are no moving creatures within the camp.

As the heroes investigate the encampment they can see 25 tents; two large tents (which are for Ophar and Zarapham; 10 medium-sized tents; 1 medium sized tent that houses an array of equipment: leather armor, scimitars, heavy crossbows, hundreds of crossbow bolts, food, waterskins, general supplies; and 13 small tents.

Any heroes that succeed a Survival check DC 15 can tell that both human and draconian feet make the footprints that are in the camp. On a successful check that beats the DC by five or more points, the heroes discern that at least 10 of the footprints were made by draconians of at least Large size.

A Search of the first tent, which is decorated in dark blue to midnight black wall hangings emblazoned with a multi-hued lightning bolt (having all the five colors of evil dragonkind). To one side of the tent is a small cot and on the other a small altar with bronze idol resting on top of it. The idol is that of five dragon heads all breathing their breath weapons at a single spot (worth about 1,200 stl). By the cot stands a large shield, which carries on the five-dragon theme and a well-crafted mace (a +1 *heavy steel shield* and a +1 *heavy mace*).

The other tent reveals precious little, unless the heroes make the most thorough of searches. The tent has small cot and pile of pillows on one side and a bench on the other. With a Search check DC 25 the heroes will discover an invisible book and an invisible pouch. Both of these are trapped by a permanent *fire trap* spell (1d4+13 fire damage, Reflex DC 18 for half; Search DC 29, Disable Device DC 29). The book is the wizard Zarapham's traveling spellbook and contains all the spells he currently has prepared and a few others (see **Zarapham**, page 278). The pouch contains six small gemstones, each worth no less than 100 stl.

UC 1: ENTRY HALL (EL —)

Read or paraphrase the following.

A massive ancient drawbridge spans a now empty moat with sandblasted chains swaying in the warm breeze. Carvings on the walls depict scenes of great battles with dragons of many colors soaring in stormy looking clouds. In the center of the entryway stands a great spiral staircase that leads up into the rafters of the tower and down, disappearing under the ground. Across the courtyard is a set of wooden doors.

The courtyard opens on to the staircase, which is **UC 2: High Tower Stair**.

The set of wooden doors lead through to **UC 4: The Great Hall**. Heroes who attempt a Listen check at the doors (DC 20) can hear the soft, hissing voices, speaking in Common, coming from within. The conversation that the voices are having seems to be about some banners that they are hanging are essential to getting in to Neraka.

Strong Wooden Doors: 10 hardness, 40 hit points, Break DC 23

UC 2: HIGH TOWER STAIR (EL —)

The staircase allows the heroes to travel in either direction, up or down. Heroes that use the staircase to ascend come to **UC 3: Wind Captain's Chair** after 100 feet. Heroes that descend the stairs reach **UC 5: Wings of Stone** after 50 feet.

UC 3: WIND CAPTAIN'S CHAIR (EL 13 OR 16)

Read or paraphrase the following.

The great spiral stairs have lead to a circular room with neither doors nor windows on any of the walls. The only objects in the room are an ornate iron ladder, which stands in the center of the room that might allow access to the roof and a slightly raise platform.

On the platform stand two pedestals, each standing three feet tall and no more than three feet from each other. Atop each of the pedestals is a shining black crystal globe. In between the pedestals are two depressions that have been cut out of the stone of the platform and filled with the same black crystal material that the globes are made from.

This chamber acts as the control for the flying citadel once active. Anyone who places one foot in both of the depressions as well as places a hand on the black globes and speaking a direction can make the citadel move in that desired direction.

Creatures: The Wind Captain's Chair has five kapak experts working on the stonework.

☞ **Kapak Experts (5):** hp 40 each, see page 281.

Tactics: The kapaks are expert stonemasons, brought in to ensure that the tower can survive the transformation into a flying citadel. They are poor fighters and carry no weapons other than their poisonous bites. The kapaks will attempt to force their way past the heroes and down the High Tower Stair (UC 2), in order to get reinforcements.

Development: Heroes who place their feet in the depressions and grasp the globes find themselves surrounded by a bright and shimmering curtain of light, which descends around the platform. The curtain acts like a *wall of force spell*, protecting anyone who is standing on the platform from attacks from outside of the curtain.

Normally, grasping the globes and standing on the depressions would activate the citadels *levitation* ability, however the work schedule has fallen behind and the tower won't be ready to fly for another three weeks. The hero who activates the Wind Captain's Chair is effectively immune to the effects of spells or effects that would make him fatigued; he can still be affected by spells or effects that would make him exhausted.

Anyone standing on the platform will notice that the ceiling of the chamber has strange sigils and symbols projected on to it. A successful Knowledge (geography) check DC 15 allows the heroes to discern that the projection is a map of the region, out to a radius of 5 miles. The map is so detailed that it even has small representations of any flying creature or structure within that radius larger than Medium size.



With concentration and a little luck, the inside of the curtain allows all heroes on the platform to see illusions of the immediate surrounds the chamber. To any hero other than the hero that activated the Wind Captain's Chair, they must succeed a Use Magic Device check DC 25 to make the curtained wall show what is just beyond the chamber walls in the direction they are looking. The heroes can maintain the effect only as long as they maintain concentration on it. Changing the direction of viewing requires a Concentration check DC 20 to maintain the illusion effect. The hero that activated the Wind Captain's Chair gains a +20 circumstance bonus to his checks to use the curtained walls to view or to change direction.

The curtained effect lasts as long as the hero who activated it remains standing on the depressions with one hand on both of the black crystal globes. As soon as even one of the hands or feet is removed from the depressions or globes, the effect immediately ends.

UC 4: THE GREAT HALL (EL 13 OR 16)

Read or paraphrase the following.

The room is a long and narrow chamber, with high, arched ceilings, supported by immense wooden beams. Hanging from the sides of the chamber are a series of long blue banners, each depicting a single silvery lightning bolt. The banners reach from the wooden beams to almost touching the floor.

The Situation: This room is 40 feet high with wooden rafters situated 30 feet above that are two feet wide running every five feet for the entire length of the hall. This room is filled with draconians fixing up the chamber for a celebration of the completion of the latest flying citadel. Three of the sivaks are in the rafters hanging banners, while other draconians are repairing walls and doing general clean up work. They were forced to do it themselves since they recently killed their slaves for trying to escape.

Creatures: The great hall has five sivak draconian masters decorating it. If called for, the sivaks are joined by 13 kapak draconians.

☞ **Sivak Masters (5):** hp 60 each, see page 281.

☞ **Kapak Experts (13):** hp 40 each, see page 281.

Tactics: Depending on how noisy the heroes have been depends on exactly what faces them when they open the doors to the Great Hall. If the heroes have been stealthy, the sivak experts within the chamber will not have been alerted to them and will still be in their true form. If however, the heroes alerts the sivaks to their presence all the sivaks will shape change into human slaves. If not, then just the draconians in the rafters will change form hoping they have not been seen. The heroes can make an opposed Spot check against the sivak's Hide 1d20-1 [-4 Hide skill and +3 circumstance bonus due to shadows].

The draconians will drop their cleaning supplies and spring to attack the heroes, regardless of any Dragonarmy armor or disguises they are wearing. Apart from Zarapham and Ophar, there are no non-draconians working on the citadel and any that arrive without either of the spellcasters

fawning over them cannot be from the Dragon Emperor checking up on their progress. The draconians will yell and make as much noise as possible to alert any of the draconians down in a **UC 5: Wings of Stone**. The distance is so great it is unlikely they will be heard, unless one of them actually makes it past the heroes and down into the lower chamber to call for reinforcements.

Development: If the heroes discover the "slaves," then the sivaks will ask to be helped down from the rafters explaining that the draconians have left them sitting up there for hours and took away the rope to climb down. If believed, the sivaks thank the heroes for freeing them and readily supply the heroes with various bits of information about the area or the citadel, none of which should be at all useful to the heroes. The slaves tell the heroes that underneath the tower, below the dungeons, there is a sewer that empties into large underground tunnels that are said to criss-cross the Nerakan Plain, some are even said to lead into the heart of Neraka itself. However this claim is false, only intended to lure the heroes into the area where Zarapham, Ophar, and the other draconians are waiting.

Once freed, the slaves become adamant that they stay close to the heroes or that the heroes remain with them, to keep the draconians from killing them for being freed. If the heroes take the slaves with them, they find the slaves are clumsy and bothersome. All Move Silently checks made by the heroes have a -4 penalty to them all the time they are within 20 feet of the slaves. If the heroes elect to keep the slaves where they are and leave one of their group to guard them, after one minute of the main group of heroes leaving, the hidden sivaks in the rafters (if not discovered by then), fly down and attack the heroes. If they succeed in killing one of the heroes, they immediately adopt his form and move off to find the main group.

UC 5: WINGS OF STONE (EL 16 OR 18)

Read or paraphrase the following.

The spiral stairs lead to a vast chamber. Along the sides of the vaulted chamber's, wooded cell-like doors can be seen. Only the strange pulsing light illuminates the vaults below, which it becomes partially eclipsed by two moving shadows.

The light is from the Heart Stone, the magical stone that will, when empowered, allow the tower to rise into the air and fly. The light being shed by the stone is equal to that produced by a *light* spell, shedding bright light in a 20 foot radius and dimly illuminating another 20 feet.

The two forms are those of the two spellcasters that have been instructed to oversee the construction of the tower into a flying citadel; Ophar Jolianus who is a fanatically loyal priest of Takhisis, and Zarapham, a renegade wizard employed by the Dragon Emperor for his magical skill more than his loyalty to the Dragonarmies.

Unless the heroes have battled the Sivak masters in **UC 4: The Great Hall** in such a way as for them to call for reinforcements, the two spellcasters will have 10 kapak

experts working on strengthening the masonry of the walls to make strong enough to withstand the magical forces when it and the tower are eventually ripped from the ground.

Creatures: The chamber has a group of 10 kapak experts who are busy working on the masonry. Also here are the two spellcasters required to create a flying citadel, the zealot Ophar and the cynical Zarapham and his imp familiar Immocous.

☞ **Ophar Jolianus:** hp 79, see page 276.

☞ **Zarapham:** hp 62, see page 278.

☞ **Immocous:** hp 31, see page 278.

☞ **Kapak experts (10):** hp 40 each, see page 281.

Tactics: Although they detest each other, Ophar and Zarapham work well together. As soon as combat ensues, Zarapham will cast his quickened *rope trick* while Ophar will use *silence* on the heroes, hopefully negating any spellcasters.

On the following rounds, Ophar will order the kapaks to defend the Heart Stone and cast another *silence*, if needed at any spellcasters not affected by the first spell. Zarapham will cast *chain lightning* at the strongest looking hero.

On the third round Zarapham will read his arcane scroll, setting a delay of one round while Ophar casts a *magic circle against good* spell. As they have cast their spells, the pair of them will ascend the rope and enter the extradimensional space created by the *rope trick* and will come back out after two rounds (after the *delayed blast fireball* has detonated). While in the extradimensional space, Ophar will cast any healing spells needed on the pair of them.

PRISONER CARAVAN (EL 15)

The heroes encounter a prisoner caravan bound for Neraka. This scene should occur before the heroes make it to Jelek.

The wide muddy roads that wind their way across the plains are devoid of life. However, a small caravan can be seen approaching your position. As the caravan comes closer, you can make out the forlorn shapes of prisoners chained to each other, their evil guards taunting them and cracking their whips across the prisoners' bare skin.

The Situation: The prisoner caravan is on its way to Neraka with prisoners of war captured during a recent battle between Dragonarmy forces and rebels. The caravan consists of three wagons pulled by oxen; one wagon at the front with a steel cage and two in the back. Between the wagons are strung 40 slaves, tied to each other by chains. The front wagon contains five slaves while the two rear wagons contain supplies for the slaves and their guards.

The prisoners are emaciated and barely able to walk and many of them need the help of their fellow prisoners to keep from falling. More than once, the guards crack their whips as punishment. The five slaves in the front wagon still pose a threat to the draconian guards and that's why they have been separated from the others and put in the wagon.

The caravan is guarded by 12 baaz draconians carrying whips and short swords and four kapak archers armed with crossbows and short swords. The baaz also have crossbows but these are currently stowed away in one of the rear wagons.

Leading the caravan is a massive ogre carrying a fullblade and wearing a large fur coat he undoubtedly acquired from one of his previous prisoners. In addition, an aurak named Firasi travels with the caravan. Firasi is not part of the caravan detail but is merely traveling with the caravan for the security it provides. The aurak is currently sitting in one of the rear wagons and does not exit the wagon unless combat ensues.

If the heroes approach the caravan from the front, they are spotted immediately. If they approach the caravan from the rear, have the four rear guards make a Spot check (DC 10). As soon as they are spotted, they are commanded by the ogre, an infamous ogre slaver named Bassar, to move on or else. Bassar has an extremely short fuse and if the heroes show any signs of disobeying his command, he orders his men to attack before he charges at the heroes.

Creatures: The caravan is guarded by 12 baaz caravan guards, four kapak archers, and their leader, an ogre slaver named Bassar. An aurak is traveling with the caravan.

☞ **Baaz guards (12):** hp 39 each, see page 279

☞ **Kapak archers (4):** hp 35 each, see page 280.

☞ **Bassar:** hp 112, see page 273.

☞ **Firasi:** hp 91, see page 274.

Tactics: The caravan guards rush to melee, spreading out to attack as many foes as possible. If possible they attack in pairs. They focus their attacks on melee combatants. The kapaks attack from range, using their crossbows on spellcasters.

Firasi exits his wagon one round after combat has begun and starts casting spells the following round. He prefers to stay out of range, aiming his offensive spells at spellcasters. Firasi knows he has nowhere to run if the battle goes against his allies. If he is badly injured (below one quarter of his maximum hit points) he moves into melee so that his death throes affects as many as possible. While in melee, he focuses his energy on any foe standing in front of him.

Bassar fights with two weapons—his whip and his fullblade. He deals lethal damage with his whip. He isn't overly concerned with tactics, opting instead to use brute force against his opponents.

Development: If the heroes defeat the caravan guards and the aurak, they can set the prisoners free. The chains are relatively easy to break (hardness 10, hp 5, Break DC 20). However, a set of keys can be found on Bassar's body which will open the prisoners' manacles as well as the steel cage door. Needless to say, the prisoners are extremely grateful. Most of them are too weak to travel but the rear wagons contain enough food for them to regain enough strength to travel to Jelek, where most of them are from, provided they are allowed some rest before the journey. They plead with the heroes to escort them to Jelek, afraid that they'll be caught again without the heroes there to help them.

JELEK (EL 11)

Run this scene as the heroes approach the town of Jelek. Read or paraphrase the following:

The road ahead leads to a squalid town. Buildings of dark stone are scattered about and wood huts sit packed closely together between them. Draconians

and Dragonarmy officers walk through the streets past civilians who are careful to keep their heads down and their eyes averted.

The Situation: The heroes have arrived at the town of Jelek. Refer to the section on **Jelek** on page 156 for more information on what occurs in this town.

FIZBAN THE FABULOUS (EL —)

A couple hours travel past Jelek the heroes encounter Fizban the Fabulous.

A massive gold dragon lies on the ground, his flanking heaving with each wheezing breath. The majestic creature is fast asleep. Leaning against him is a man dressed in mouse-grey robes and sporting a large white beard, an old battered hat providing protection from the light of the spring sun. The two are engaged in a snoring contest and not surprisingly, the dragon is winning.

The Situation: The gold dragon is none other than Pyrite, one of the oldest gold dragons in existence and quite senile, and the old man wearing the worn robes is an old acquaintance of the heroes, Fizban the Fabulous.

If the heroes wake up either of the two, they will get an earful, the dragon complaining about the audacity of mortals these days and Fizban waving a finger at them and giving them a lecture in decent manners. Within minutes, the two start arguing among themselves, not quite on the same page about just what decent manners entail. Finally, after a good debate, by their standards, Fizban proclaims that the heroes were lucky to run into the mage because these are dangerous times what with wicked dragons and bad-mannered goblins running around. He offers to join the heroes on their journey. At this point, Pyrite snorts. He has better things to do than fly around with young hooligans who won't let an old dragon sleep in peace.

Development: After yet another debate between the two, of which the legendary Huma and the high ogre Igraine are two major ingredients, Fizban insists that he follow the heroes. To keep them out of trouble of course. If the heroes accept the offer, Fizban spends another 10 minutes looking for his hat (unless a hero is kind enough to let the old mage know that it's on his head) and the dragon goes back to sleep.

HIGHLORD ENCAMPMENT (EL II)

One day's travel south from Jelek, halfway between Jelek and the ruins of Godshome, the heroes witness the might of the Dragonarmies as they stumble upon a Highlord encampment. Needless to say, this is not meant to be a combat encounter. Instead, it is a way for you to showcase the power of the Dragonarmies.

Sprawled out in the valley below you is a city of black tents, dozens of them, all arranged in neat squares. Black banners sway in the gentle breeze. The sound

of metal against metal reaches your ears and you spot several open squares filled with soldiers going through their daily routines. In the shadows of the ridge on the far side of the valley lie four massive blue dragons. One large tent, more extravagant than the ordinary canvas tents and carrying the marks of the Blue Dragon highlord catches your attention.

The Situation: This is indeed the Blue Dragon Highlord's encampment. Like her peers, Kitiara has been summoned to Neraka. The troops in the camp make up what's left of the 2nd Blue Flight and include draconians, ogres, and a few human mercenaries. In addition, there is one single red dragon in the camp, its rider currently in audience with the highest ranking officer, delivering a message similar to the one the heroes may have intercepted in the scene **Dragon Messenger** on page 149.

If the heroes spend more than five rounds on the ridge overlooking the valley, there is 25% chance that they are hailed by a single guard who demands to know what their business is. Each round the heroes remain on the ridge increases the risk of a guard spotting them by 5%. Allow the heroes a Bluff check (against his Sense Motive) if they want to enter the camp. If the Bluff check is successful, the guard believes their story and lets them pass. If the check fails, however, the guard goes for his alert horn. Unless he is stopped, the guard blows the horn, alerting the entire camp of the heroes' presence.

The guard should be easily dispatched. However, his body is found 10 rounds later and the alarm is raised. Patrols in the area are doubled and the four dragons circle the valley for at least an hour after the alarm is raised, scanning for the heroes. The patrols move in a 1 mile radius from the encampment.

It's possible that the heroes are allowed to venture into the camp by the initial guard. However, they will constantly be questioned by soldiers about their business in the camp and at some point they fail their Bluff check. Therefore, you should paint a vivid picture of the size and scope of the army camped in the valley. Venturing into the camp is suicide for the heroes.

Creatures: The heroes either encounter a single guard or, if the alarm is raised, patrols consisting of 8 baaz guards and a sergeant. The four blue dragons are all ancient dragons.

☞ **Dragonarmy soldier:** hp 28, see page 247.

☞ **Dragonarmy sergeant:** hp 72, see page 247.

☞ **Baaz guards (8):** hp 39 each, see page 279.

Tactics: The single guard spends his first round blowing his alert horn. Then he retreats to the encampment. He has no intention to take on a group of well-armed enemies.

The patrol fights like a unit, supporting each other and focusing their attacks on spellcasters. They fight to kill.

Development: As has been mentioned before, this is not meant to be a combat encounter. Going against a force of this size supported by four ancient blue and red dragons is suicide, especially since the soldiers are not interested in taking prisoners. The heroes should get a glimpse of what they're up against and then leave the encampment before they are spotted.

WHAT DARALLAN KNOWS

Darallan Suebban is a member of the Hidden Light resistance underground living in Jelek. Below are her answers to various questions the heroes might ask. Use the following questions and answers to help shape her conversations with the heroes.

WHAT DO YOU KNOW OF THE CITY OF NERAKA?

"I know much about that cursed city! It is the heart of the Dragon Empire, a great temple surrounded by five distinct districts, each one given over to one of the five Dragonarmies."

WHAT CAN YOU TELL US OF THESE DISTRICTS?

"The white district is found in the western part of the city, and the black district is across the main gate from that in the northern part of the city. The green district is in the southwest, with the blue district found to the eastern part of the city. The red district is sandwiched between the green and blue districts to the southeast."

ARE THERE ANY WITHIN THE CITY WE COULD TRUST?

"Aye, the Hidden Light has one or two useful agents, even in that gods-cursed place. One of the best would be the one we call Maelstrom."

WHERE COULD WE FIND THIS MAELSTROM?

"Heh, if you can get to the Outer City, you can usually find Maelstrom at a tavern called the Hair of the Troll, it can be found in the green district."

WHAT ELSE DO YOU KNOW OF THE CITY?

"The Outer City is easy enough to get to, but getting into the Inner City is no easy feat. The city has one main gate, the Queen's Gate, which opens to a great avenue leading straight into the city. As the avenue threads through the cities districts, it passes under a minor gate. Each gate holds many Dragonarmy troops. It would be easier to breach the walls then take a force through the streets ..."

WHAT DO YOU KNOW OF THE DRAGONARMIES?

"The Dragon Highlords are definitely up to something. The Dragonarmies have increased their patrols and the number of caravans that are coming to Neraka have increased, although few are seen heading back out from the city."

WHAT CAN YOU TELL US OF THE PASSES TO NERAKA?

"Some of my men have seen scores of dragon-men, lion-men, or worse guarding the passes through the mountains. There are even whispers that some are haunted by the walking dead."

WHAT ELSE DO YOU KNOW?

"If you are traveling through the mountains be wary. There is strange and powerful magic at work within the ranges of the Gods. You should step careful when walking the paths of those sleeping Gods. "

RUINS OF GODSHOME (EL II)

If the heroes travel to investigate the Ruins of Godshome read or paraphrase the following:

As you move through the ruins you feel a sadness fall upon you. Stone buildings that once were beautiful and straight are now decayed and rotten. At the center of the city you spy a massive circle of flat black stone, its surface pockmarked and broken.

The Situation: The heroes have arrived at the entrance to the Glitterpalace, the halls of testing. The black stage at the center of the town is a crude version of the valley of Godshome. It is through a portal located at the center of the black dais that the heroes can pass into the Glitterpalace.

Development: If any of the heroes step onto the black marble surface a golden door of pure energy springs up at the center. Anyone passing through the door will appear in the **Entrance Hall of the Glitterpalace** (see page 160). If the young white fawn from **The White Stag** (see **Things That Happen in the Taman Busuk**) is with the heroes it will

attempt to run to the center of the dais. It will wait there for the door to be opened and then dive in, disappearing from view.

If the heroes hesitate to explore the black marble and Fizban is with them, a mischievous wind will blow the wizard's hat into the center of the dais, forcing the old wizard to scramble after it and causing the door to appear. Once all the heroes have passed through the gate proceed to the **Glitterpalace** on page 156.

JELEK

Jelek is an oppressed town, ruled over by the Dragonarmies. The occupation has left its mark on the townsfolk, making them listless and easily controlled. Even though the townsfolk dislike the situation they find themselves in, they are in no position to fight off the occupying garrison.

PEOPLE TO MEET in JELEK

Jelek has one major inhabitant of note.

DARALLAN THE BUTCHER

N female nomad human barbarian 10

Darallan is a local girl, born and bred. She loves the countryside of Taman Busuk and can often be found wandering the wilds, hunting the wild cattle and game that she sells in her butcher shop. Darallan is also a member of the Hidden Light, a rebel group working to force the Dragonarmies out of the region. Darallan has a small network of spies and informants, which operate in and around Jelek. She and the others in the Hidden Light are currently hiding a small group of escaped slaves from Neraka to make them disappear. See **The Hidden Light** under **Things that Happen in Jelek** for developments in this area. *Starting Attitude:* Indifferent.

THINGS THAT HAPPEN in JELEK

There are two notable scenes that occur in Jelek while the heroes are in town. Run the following scenes after you have described the town to the players.

THE HIDDEN LIGHT (EL —)

Use of such skills as Diplomacy, Gather Information and Knowledge (local) will allow the heroes to find out much about the small town of Jelek, but such information could place the heroes in a dangerous position. Every time the heroes attempt any Diplomacy, Gather Information or Knowledge (local) check while within Jelek they run the risk of being discovered.

Each time that a hero fails any of these skill checks by 5 or more points, have that hero make an opposed skill check (using the same skill that the hero used and failed on). If the hero succeeds the second check, the person (or in the case of a group, one of the people) suspects the heroes are not with the Dragonarmies and will inform Darallan the Butcher.

If the hero fails the skill check again, the person immediately sets out to inform the Dragonarmy of the heroes. This will bring a Dragonarmy patrol to where the heroes are within 10 minutes of the failed skill check.

Darallan will send one of her spies to bring the heroes to a small copse just outside Jelek. Darallan has been using the copse for collecting the barks with which she smokes some of her meats prior to selling and has a deal with the Sivak, Slaathan that gets him the best cuts if she is left alone to do her work, so Darallan knows that this is a safe place to meet the heroes.

☞ **Darallan Suebban:** 98 hp, see page 274

DRACONIAN PATROL (EL VARIES)

The Dragonarmies regularly patrol Jelek. Each patrol usually consists of around five kapak draconians, although occasionally a number of evil humans also make up these patrols.

The patrols tends to be regular, each one sweeps through the streets about once every hour. Heroes that are in Dragonarmy disguises will be left alone by these patrols during daylight hours. Once the sun has set, anyone on the

streets must have permission to be there, so heroes that wander the streets at night automatically have any patrol that finds them approach and demand to see their credentials.

Heroes that attempt to get the local townsfolk to rebel or act in any way against the Dragonarmies have a chance of an informant going to the Dragonarmies and informing on them; see **The Hidden Light** scene for more on this chance.

Heroes that do attract the attention of the Dragonarmy patrols find them to be highly wary and intolerant to most explanations that the heroes might give. This gives the Dragonarmy patrol a +5 bonus to all checks against the heroes use of Bluff, Diplomacy, or Intimidate to pass the patrol.

The Situation: The patrols usually are comprised of five kapak 4th-level fighters, although occasionally the patrols are made up of a mixture of kapak and human Dragonarmy warriors (8th-level nomad human fighters).

Creature: There are five in a Dragonarmy patrol, either five kapaks, five humans, or a mixture of the two.

☞ **Kapak Dragonarmy patrol:** hp 44, see page 280.

☞ **Human Dragonarmy patrol:** hp 80, see page 280.

Tactics: The Dragonarmy patrol will attempt to stop the heroes and question them, demanding to see papers and other documentation. Heroes can attempt to use Bluff, Diplomacy and Intimidate to pass the patrol, gaining a +2 bonus if they are wearing Dragonarmy armor as a disguise. If the questioning goes badly, the patrol attacks.

Development: The patrol uses lethal force on all attacks and concentrates on a single opponent as a group, making that opponent drop before moving on to a new opponent. Should half of the patrol be overcome, they immediately fall back, blowing their horns to summon other patrols.

There are three more patrols within a few streets of the heroes encounter with the patrol. If summoned, the first of these patrols arrives after 5 rounds of the horn being sounded and the other arrived 5 rounds after that.

LEAVING JELEK

If the heroes have drawn attention to themselves or run afoul of one of the Dragonarmy patrols, it is unlikely that they will spend that much time in Jelek and will start the long trek towards their final goal, Neraka. The easiest way to reach Neraka will be the main roadway, which leads from Jelek straight to Neraka about 35 miles away. This however may be a difficult path to use, depending on whether or not the heroes are now wanted by the Dragonarmies or not. If the heroes are wanted by the Dragonarmies, they will probably cut across the country, taking the more mountainous and slower route.

GLITTERPALACE

The Glitterpalace has long been considered a place of legend and myth, a place of testing created by the god Paladine to determine those worthy to meet with the true gods of Krynn. Stories abound about a place of magical healing hidden deep within the Khalkist Mountains, a place touched by the gods where a person is tested and if found worthy is given a great gift of healing or knowledge. This proving ground was crafted to find those individuals pure of heart, strong in spirit and showing great wisdom. For only these individuals are worthy to meet with the true gods of Krynn.

CHOOSE YOUR FATE!

In this section, you can determine your version of the true history of the Dark Queen's dismissal from the world of Krynn.

There are actually several different true histories of how the Queen of Darkness came to power and what will throw her back into the Abyss. Only one of these will be the actual ending to your Dragonlance Classic campaign. Each ending has a number. The number that corresponds to your version is the fate number for your campaign. In this adventure, the fate number determines which of the alternate scenes in the Glitterpalace are run and which holds the diamond gem required to escape the Glitterpalace. This number also determines the ultimate challenge the heroes face in **Chapter 13: Triumph**, the finale of the Dragonlance Classic campaign.

How to determine the fate number for your campaign depends on whether your heroes enter the Glitterpalace. If they do, the Talis cards drawn there not only open the doors to the different tests, but also establish the fate number for the epic's finale.

If the heroes do not enter the Glitterpalace, follow the procedure outlined below to determine the fate number. Players missing the Glitterpalace are at a distinct disadvantage because they do not have the benefit of the guidance and knowledge from these adventures. For this reason, the players should be subtly encouraged to enter the Glitterpalace.

DETERMINING THE FATE NUMBER

During the exploration of the Glitterpalace the heroes will draw from a Talis deck (the same kind used by the Oracle of Kendermore). The Talis card deck has six suits of cards. The heroes will draw one to determine the ending of the campaign. If they do not go to the Glitterpalace, then you must determine the ending for the players.

There are six possible endings. These correspond to the six suits of the Talis card deck. When the card to determine the fate of the campaign is drawn from the deck, roll 1d6 against the following table.

Roll	Suit	Test	Enc #
1	Waves	Wisdom	ToW X
2	Beast	Wisdom	ToW Y
3	Flames	Heart	ToH X
4	Earth	Heart	ToH Y
5	Winds	Valor	ToV X
6	Fates	Valor	ToV Y

ABOUT THE FATE NUMBER

The fate number determines which of the three tests in the Glitterpalace leads to the diamond gem. This test will have an alternate scene where the diamond can be found. This alternate scene should clue the heroes to how to end your Dragonlance Classic campaign.

The finale set up for the end of the epic is one of the following six. Your fate number (found above or in the Glitterpalace) determines which of these endings occurs in **Chapter 13: Triumph**, the conclusion of the Dragonlance saga. For expanded information and details on all of these endings go to **Ending the Epic** on page 222.

1. Fizban vs. the Queen of Darkness: Fizban is revealed as Paladine and only his direct intervention can seal shut the gate to the Abyss. Thus he must make his way into the Council Chamber of the temple of the Dark Queen's Temple with the aid of the heroes and there he must pass through the portal into the Abyss. If he uses his tremendous power too early, then the Queen of Darkness is alerted to his presence and has time to prepare her defense.

2. Huma Returns from the Past: Fizban is just a crazy old wizard. Waylorn, on the other hand, is the resurrected Huma of legend. He alone possesses the secret needed to drive the Queen of Darkness back into the Abyss and seal the gate.

3. Sacrifice Self: This is essentially the same as ending #2, except that it is a hero who must drive the Queen back into her lair and keep her at bay while the gate is shut. Fizban, although Paladine, may not interfere directly but may direct those of the world who can affect the course of history.

4. Berem Seals the Gate: Fizban is really just a crazy old wizard. Paladine has taken the form of Berem to reclaim the soul of Berem's sister from the temple. Once this is done, then he can use his power to seal the gate.

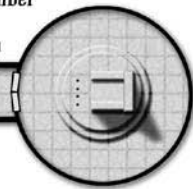
5. Berem and His Sister: This is the end of the story given in the novels. In this version, Berem Everman takes the green gemstone down into the depths of the temple of Takhisis and replaces it into the foundation stone. This reunites his soul with that of his sister and makes the temple once more a holy place. Through this act, the gate through which the Queen of Darkness came is shut forever and her influence much diminished in the world.

6. Death of the Gem: Contrary to the version in the books, placing the gem in the foundation stone does not seal the gate. Rather, it permanently opens the gate. It is for this reason that the Queen of Darkness has been looking for the green gemstone man.

The Glitterpalace

Nexus Chamber Throne Room

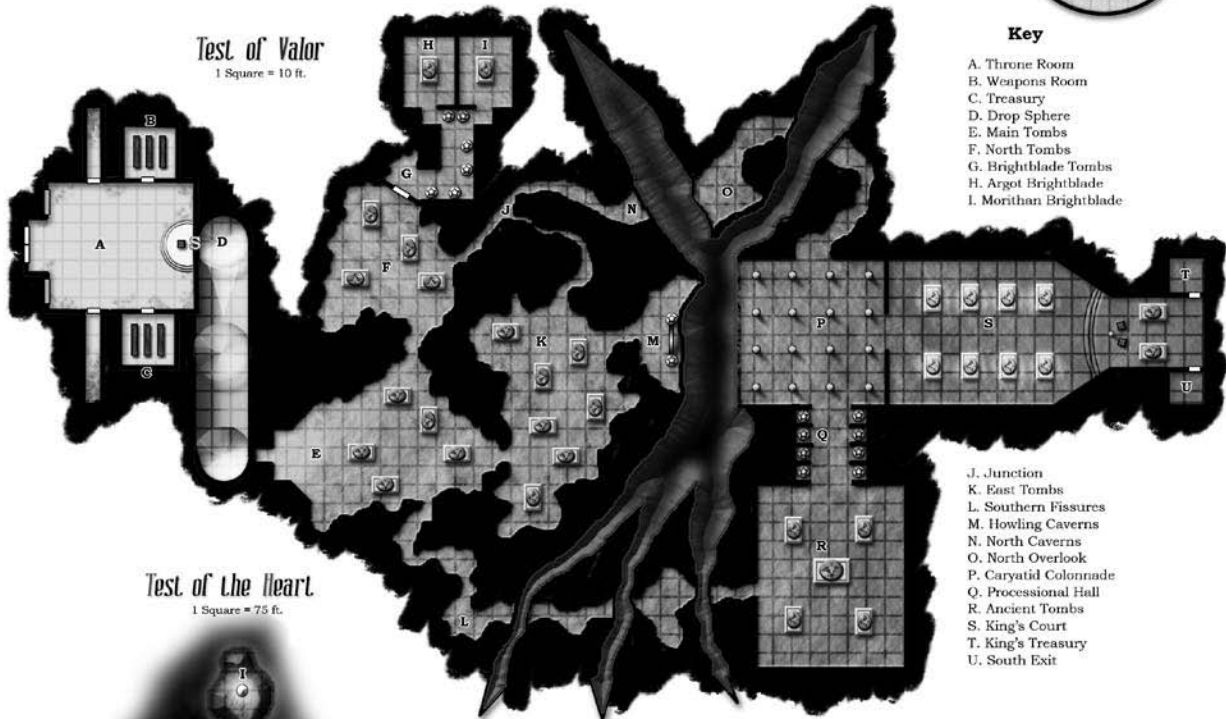
Entrance Hall



Key

- A. Throne Room
- B. Weapons Room
- C. Treasury
- D. Drop Sphere
- E. Main Tombs
- F. North Tombs
- G. Brightblade Tombs
- H. Argot Brightblade
- I. Morithan Brightblade

Test of Valor
1 Square = 10 ft.



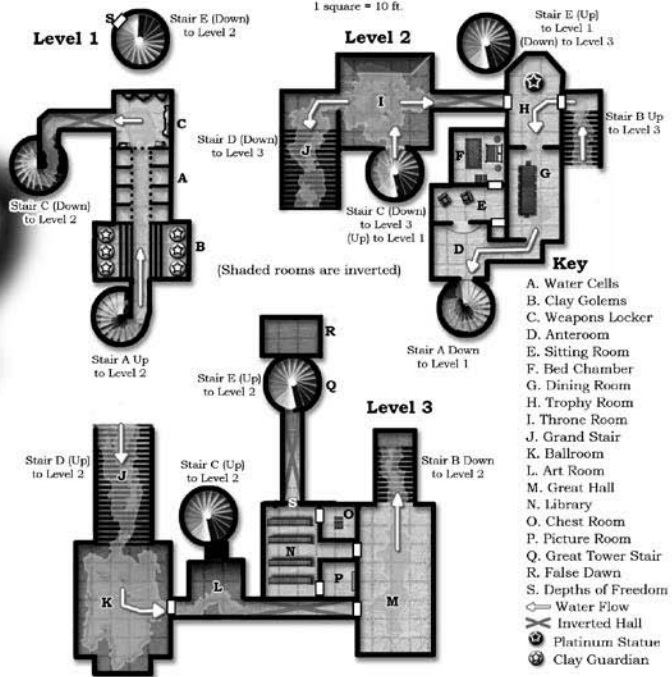
Test of the Heart
1 Square = 75 ft.



Key

- A. Entry Point
- B. Overlook
- C. Portal
- D. West Moor
- E. East Grove
- F. Dark Bog
- G. The Great Moor
- H. Final Gulf
- I. Pavilion of Light

Test of Wisdom
1 square = 10 ft.



Key

- A. Water Cells
- B. Clay Golems
- C. Weapons Locker
- D. Anteroom
- E. Sitting Room
- F. Bed Chamber
- G. Dining Room
- H. Trophy Room
- I. Throne Room
- J. Grand Stair
- K. Ballroom
- L. Art Room
- M. Great Hall
- N. Library
- O. Chest Room
- P. Picture Room
- Q. Great Tower Stair
- R. False Dawn
- S. Depths of Freedom
- Water Flow
- Inverted Hall
- Platinum Statue
- Clay Guardian

FEATURES OF THE GLITTERPALACE

Usually one enters the Glitterpalace through a golden door. Sometimes this door is composed of pure light; other times it appears to be an actual gold door standing along and other times it is attached to the front of a white marble temple.

Once an individual passes through the door they appear on a white platform at the end of a great hall. The golden door through which they passed will have disappeared. The hall itself is composed of elegantly crafted crystal and massive crystal columns. The crystal and floor emanate a radiant light equal to full daylight. The floor is composed of white marble that also glows with a soft radiance.

The hall leads into a set of massive platinum doors that open into a throne room. Inside the throne room is a throne that stands over 100 feet tall and is crafted from the same white marble and crystal as the temple.

Beyond that there are only exits to extra-dimensional landscapes where the various challenges take place.

ENTRANCE HALL

Read or paraphrase the following as the heroes enter the temple.

Vast cathedral walls of crystal arch overhead. You stand on a platform at one end of a huge hall. The floor of the hall is translucent white marble. A milky light pulses beneath its surface. At the far other end of the hall, twin doors of brilliant platinum reach from floor to ceiling.

The Situation: This hallway extends for 120 feet and is the entrance to the audience chamber of Paladine. Each movement a hero takes in the hall causes a portion of a heavenly song to be heard by all in the hall.

Development: The first step that they take starts the message. Begin by asking the first hero to move down the hall how far they move. Then refer to the **Phrases per Move** chart to determine how many phrases and words per phrase are sung for that hero. Then roll a 1d20 to determine the first phrase to begin with on the **Song Phrase** chart.

Once you have determined the first phrase, read the indicated number of words for that phrase. Repeat this as necessary for each number of phrases associated with that movement.

For example, the Protector hero wants to be cautious as he moves down the hall. So for his first round he only moves 10 feet down the hall. The DM checks the **Phrases per Move** chart and sees that a human moving 10 feet gets to hear four phrases, but only the first three words of each phrase. So then he rolls 1d20 against the **Song Phrase** chart and gets a 7 as a result. So the choirs of heavenly angels sing the first three words of four phrases beginning with the seventh phrase which results in phrase “the seven gems of gods to Blue wisdom of the waters” being sung for all to hear.

The message repeats itself after the final line, stopping when the heroes reach the far door.

PHRASES PER MOVE

# OF PHRASES HEARD				
Mv.	Human/Elf	Dwarf	Kender/Gnome	Words
1 step	1	1	1	1
5'	2	3	4	2
10'	4	5	6	3
15'	6	7	8	4
20'	8	9	10	All
25'	6	7	8	4
30'	4	5	6	3
35'	2	3	4	2
35'+	1	1	1	1

Song Phrases

1	To those who
2	tread these
3	hallowed halls,
4	And walk the ways or warring good,
5	the tests await
6	the fated ones
7	the seven gems,
8	of gods to win.
9	Blue wisdom
10	of the waters' test,
11	the opal winds
12	of valor,
13	red heart,
14	black past,
15	cold water's flame,
16	and future's cloudy eye
17	will win.
18	Clear truth and
19	blessings grace your
20	quest then to fulfill.

Once the heroes have finished moving through the hall they will arrive at the platinum doors. Proceed to the next section, **Nexus Chamber**.

NEXUS CHAMBER

This room draws on information presented in the **Choose Your Fate!** sidebar on page 157. When the heroes open the platinum doors read or paraphrase the following:

The platinum doors open to reveal a huge circular room. The domed ceiling overhead glows with a diffuse white light. In the center of the room, circular steps lead up to a wide dais. Atop the dais is a railing of polished steel and a huge throne, over 100 feet tall and carved of white marble. Four depressions in the shapes of gems are cut into the base of the throne.

The Situation: This room is the nexus for all the tests of the gods. It is here that the heroes must return the four gems found in the tests and place them in the throne to complete the tests.

Each depression is shaped differently and accepts only one of the gems the heroes will find in the tests. The heroes find a gem for each of the three tests. The test that corresponds to the fate number of your campaign also contains a second gem—the diamond Fate Gem (see **Choose Your Fate!** on page 157 to determine your fate number). When the heroes place all the gems in their proper places, they have completed the tests of the gods.

Development: The entrance to the tests is through a Talis card deck. Anyone who mounts the dais finds a small deck of Talis cards there. The cards are face down so that only the backs show. When the top card is drawn, it tries to leap out of the hero's hands. Have the hero make a DC 20 Strength check to determine if he holds onto the card.

If the card flies out of his hand, it flies around the dais, always keeping its face toward the hero who drew it. With each revolution, the card doubles in size until it is the size of a door. Then the card lands on the wall at floor level, flashes brilliantly, and changes into a door. The door depicts the same scene as was on the face of the card.

If the hero succeeds in holding onto the card, he flies up with it and begins circling the dais 10 feet off the floor. The hero may release the card and take 2d6 points of falling damage as they are flung away from the card and onto the floor. If the hero holds onto the card until it flashes into the wall, then the door appears as above, but the hero holding the card appears in the scene on the door as though painted into the card. This hero has gone through the door and is waiting in limbo until the other heroes enter either this door or one from another test.

As each card is drawn, only those cards that represent a new suit become a door. Cards of a suit that has already been drawn have no magical effects. Once each suit has had one card drawn, all the remaining cards from the deck vanish.

From this central area, all three test areas may be visited. In each test area there is at least one doorway back to this room.

Each time the heroes successfully complete a test, they are healed of all wounds upon returning to this room. Heroes who die in a test are found alive and waiting here when the rest of the group completes the test.

Once all the tests have been completed and the heroes place the four gems into the base of the throne proceed to the scene **Awakening** on page 172, **Leaving the Glitter Palace**.

TEST OF WISDOM

After stepping through the door to this test, each hero appears in a separate cell (see **Scene ToW A** on the map for this test). Any Hero who was trapped in the picture on the door (when the card flew off and turned into the door) is here as a prisoner in one of the cells. If there are more heroes than cells, then some of the cells have two prisoners.

A renegade gnome built this building in the cone of a volcano. The area has only one exit—up. Yet the direction of up may well be a relative term in this building.

There are two strange features of this building: twisting passages and inverted rooms and stairs.

The twisted passages are marked with a long “X” on the map. These corridors appear to be normal passages from one end to the other. Those moving through them encounter no strange feelings or unusual experiences.

However, a spatial distortion is taking place in these corridors that twists the space from one end to the other. Effectively they allow a person in a normal room to pass into an inverted room or stair without noticing any real change in the gravity. This is a natural phenomenon of this particular area and is therefore not subject to *detect magic*, *dispel magic*, or spells of that nature.

The inverted rooms and passages seem perfectly normal to the heroes, but gravity here functions in reverse.

The floors of this bizarre construction are covered with water. Due to the strange spatial relationships between the rooms and the reversed gravity, water is constantly flowing down both the normal and the inverted stairs. The direction of the flow of this water is indicated by the arrows on the map.

The areas that are shaded dark gray on the map of this test are subject to an effect similar to a *reverse gravity* spell. In any test there is always a door that can be uncovered that leads back to the Nexus Chamber. It can be placed wherever you feel it is most convenient.

TOW A: WATER CELLS

Read or paraphrase the following as the heroes enter the doorway to the Test of Wisdom:

A rushing sound fills the 10 foot square cell you find yourself in. You are standing in two-foot-deep water that swirls about your feet. The iron gates that block your way are eaten thin by rust. Outside the cell, dark water moves down the corridor.

Situation: The heroes have been transported to the starting point of the Test of Wisdom where they must find the Gem of Wisdom and find a way out of the twisted halls.

Development: The cell gates are brittle; a DC 10 Strength check breaks the portcullis bars in a shower of rusting flakes.

In one of the cells (determine randomly) there is a gnome who says his name is Gniparalanishimarilish... well, humans call him Gnip for short. He sits on a sodden wood stool, holding a dripping wet parchment clasped to a board as he

sketches with a damp charcoal. His sketch is smudged beyond all recognition although the gnome insists that it is a highly detailed technical drawing.

The gnome does not want to be bothered. A mad wizard put him in this cell months ago and the gnome decided that he would spend his time most profitably by designing a much improved gnomish version of the cell. He is not yet done with his design and wants to remain in his cell until finished. Gnip has been able to survive do to a *ring of sustenance* he wears.

At some point in his discussion with the heroes, Gnip gives them one piece of advice: "If you are on a test then remember that it is a wise one who can determine the truth when the very appearance of things lies."

ToW B: CLAY GOLEMS (EL 14)

This hall is flanked by two raised platforms on either side of the arch. The water cascades into the room from a staircase at one end of the room and runs out the opposite archway. Three large, muscular clay statues stand on each of the raised platforms.

The Situation: This hallway is guarded by six clay golem guardians. They attack anyone that tries to pass through the hall, but they will not leave their posts.

Creatures: Six clay golem statues.

☞ **Clay Golems (6):** hp 90, see *Monster Manual*.

Tactics: The golems will take slam attacks on anyone that attempts to move down the hall. If they move into a berserk rage they will wade down into the water heedless of the consequences.

Development: These are not your typical clay golems. They are deathly afraid of the water in the hall and while they will move forward, they will not enter the water. In fact, the water in the hall does 1d10 points of damage to a golem with each splash. If the heroes choose to fight in melee with the golems anyone watching the fight can make a DC 15 Sense Motive check to determine that the golems are trying to be careful to avoid the splashes of water. If the heroes splash the golems with the water the golems will back up the stairs and put their hands up in surrender. If the heroes threaten the golems with more water the golem closest to the Gem of Wisdom will grab the gem and offer it to the heroes hoping they will stop splashing them.

Treasure: Behind each clay golem is a niche in the wall a foot wide and a foot deep. These niches can be spotted with a DC 20 Spot check while the golems are standing in front of them and are plainly visible once the golems move forward to attack. One of these niches holds the Gem of Wisdom. You can roll 1d6 to randomly determine which niche the gem is in.

ToW C: WEAPONS LOCKER

The walls of this water-soaked room are hung with the most bizarre assortment of weapons imaginable. Swirling water two feet deep moves through the room and out an archway. The hallway to the east leads to an inverted hall that twists upside down making the stairs lead "down" to reach the second floor.

The Situation: This room is filled with some bizarre gnomish weapons, most of which do not actually function. A few of them may be salvaged, but they are single-use items

only. Unless the wielder is a gnome, each of the following weapons is considered an improvised weapon (-4 to attack rolls).

Net-Thrower: Hurls a net up to 30 feet, then collapses into pieces. Looks like an umbrella.

Hydromatic Dispenser: Releases a powerful blast of water as a 10-foot cone, dealing 4d6 damage. The dispenser then freezes solid, dealing 1d3 points of cold damage to the wielder.

Vibropotent Maul: Two-handed bludgeoning weapon (2d6 damage, crit x3) that shakes violently when it strikes. If target fails DC 18 Fortitude save, they are nauseated for one round. If the target succeeds, the wielder must make the same saving throw or suffer the same effects. Either way, it falls apart with a successful hit.

A gnomish tinker (such as Lendle Chafka from **Chapter 11** or Theodenes from *Dragons of Winter*) may be able to repair any of these items with a DC 20 Craft (tinkering) check and two tool points. Of course, they will subsequently break after another use.

ToW D: ANTEROOM

Water flows lazily onto this landing from a side corridor before cascading down the steps. A low platform opposite the stairs rises to a doorway inches above the water.

You can have the heroes make a DC 15 Listen check to hear talking coming from the door to the north.

ToW E: SITTING ROOM (EL 18)

Read or paraphrase the following as the heroes enter the temple.

Two huge demonic creatures that look like a cross between an ape and a boar are sitting in huge comfortable chairs arguing with one another taking up most of the room.

"I never!" says the one on the left, "I am always most diligent in my guard work. Asleep indeed!"

"You were too. You snored and your breath is most hideous!" says the other.

"Snore! You want to talk about habits? What about that belching of yours?"

The Situation: These guardian demons have been summoned here to protect a treasure. Neither of them knows or cares what the treasure is. The fact that the magician did not think that either could guard the treasure alone has made these two most quarrelsome.

Creatures: Two fussy Nalfeshnee demons.

☞ **Nalfeshnee (2):** hp 175, see *Monster Manual*.

Tactics: The demons only care about the heroes if they try to pass them to get through to area **ToW F: Bed Chamber**. If this happens, one of them unleashes their smite ability and tells the heroes to run along before they get hurt. If the heroes insist on a fight, one demon will cast *feeblemind* on the strongest looking fighter while the other casts *slow* before wading into melee using their Smite ability when they can.

Development: These demons would much rather be arguing with one another than fighting the heroes. In fact there is a good chance that these demons will likely kill someone. (Although since all heroes that are killed appear back alive in the Nexus Chamber it may not be such a bad thing.)

A wise hero will be able to determine that the way past this challenge is not to fight the demons, but to keep the demons fighting with each other. If the heroes join in the argument to exacerbate the situation the demons will become more involved in their argument and ignore anyone else crossing through the room.

ToW F: BED CHAMBER

A carefully made canopied bed sits in the middle of the room. A map is on a table to one side, held down by a glass egg.

Treasure: The map is a confused scrawl of various hallways without meaning, (but the heroes do not know that). The glass object however, is a special magical device. It looks like a water-filled glass egg. Inside it is a figure of a woman. The figure always faces up and is unaffected by the reverse gravity effect areas.

ToW G: Dining Room

This room contains a long table that is laden with delicious fruits and cooked meats.

The Situation: This magical food bloats those who eat it. Anyone who eats this food must make a DC 20 Will save to resist the temptation to continue eating. An affected hero will fight anyone who tries to stop him from eating the wonderful meal. The compulsive behavior will last for 10 minutes. If the hero is allowed to continue eating they will find they are growing fatter. Each hero eating here gains 20 + 1d20 pounds of flab and a -2 penalty to Dexterity. If the hero is wearing armor they will discover that it no longer fits and they have to remove it. Fortunately, the hero returns to normal after 1d12 minutes.

ToW H: TROPHY ROOM

Many torches blaze high to light the lofty ceiling of this room. Their light glances off the polished surface of a 50 foot tall statue of a gnome. The entire surface of the statue shines with a metallic gleam.

The Situation: This statue commemorates the gnome who built this place. The statue is entirely platinum and completely magic resistant. It is far too big to fit through any of the doors. It also has a curse placed on it so that anyone who tries to sell it finds the buyer suddenly filled with suspicion and unwilling to make a deal. You may inform the heroes that the statue is easily worth over one million steel pieces. The statue is also immune to physical attacks.

ToW I: THRONE ROOM

An ornate throne sits on a dias raised two feet above the level of the water. The water rushes into the room from a circular staircase opposite the throne.

ToW j: GRAND STAIR

A 30-foot-wide staircase descends into the darkness below. Water cascades down the stairs into a foaming white waterfall.

The Situation: The stairs connect ToW I: Throne Room with ToW K: Ballroom. The stone stairs are slippery and a DC 10 Balance check must be made if anyone moves more than half speed on the stairs. Failure indicates that the hero falls down into the ballroom taking 2d6 points of damage along the way.

When the heroes reach half way down the steps they will hear music coming from the room below.

ToW K: BALLROOM (ELI4)

Read or paraphrase the following as the heroes enter this area the music stops and the following scene:

Hip deep in water, 10 dwarves stand painting this room. They seem exhausted as they wade heavily through the water back and forth from a platform opposite the staircase.

The platform is covered with buckets of blue paint, brushes, and long sticks for reaching high places. A large decorated box, the size of a small chest, adorns the platform.

The Situation: The dwarves are compelled to continue painting the room until it has been completed. However, they have not made much progress. The box on the platform plays music that has the same effect as an *irresistible dance* spell (CL 20th). This has prevented the dwarves from finishing the room and they are irate because of it and will brook no further delays.

Creatures: 10 very cross, dancing dwarves.

♣ **Dwarven painters (10):** hp 35, see page 279.

Tactics: While the music is playing the dwarves will reluctantly prance and gyrate to the music as well as they can in the hip deep water of the room. But when the music stops the dwarves will pick up their hammers (that are attached to their belts with strips of leather) and attack the heroes for delaying them, trying to force them out of the room from whichever direction they came.

Development: The music stops for a round just as the heroes reach the bottom of the stairs. Anyone that is standing on the bottom step or moves into the ballroom will be affected by the *irresistible dance* music when it begins in the next round.

All attempts to silence the music fails. This includes the use of a *silence* spell. The music box proves to be indestructible.

The dwarves will attack the first round they are able after the heroes have entered the room. As with most challenges in the Test of Wisdom, this is an alternative to fighting. If the heroes help the dwarves finish painting the room it will take approximately one hour to complete. The dwarves are Unfriendly, but if the heroes show the dwarves they intend to help their attitude will shift to Friendly.

Treasure: If the heroes help the dwarves complete their task one of the dwarves will give the heroes with a *belt of dwarvenkind*.

ToW L: ART ROOM

A small chamber stands at the exit from a circular staircase. Two exits face each other across the room. Water cascades over the floor and exits through both arches.

The walls here show carvings of gnomes and dwarves walking and conversing. Half of the carvings look like they are upside-down.

ToW M: GREAT HALL

Water gushes down the wide staircase at the end of the hall. Two doors exit to one side.

ToW N: LIBRARY

The shelves of this room are lined with myriads of bound books. Two doors stand on either side of the entry hall.

All of the books in this library are filled with symbols with no spaces between them. There only make sense to those who speak gnomish. This entire library is needed to write the full name of the gnome who built this place. Since gnomish names detail the entire history of their family, their names do get rather long.

A secret door lies to the north of this room leading to **ToW Q: Great Tower Stair**. It can be uncovered with a DC 25 search check. But there doesn't appear to be any way to open it. If someone takes five minutes to closely examine all the books on the shelves they will discover that all of the books are in order except for one titled *Secret Ways of the Gully Dwarves*. If this book is pulled from the shelf, the secret door opens. It is also possible to try to break the door down.

Stone door: 4 in. thick, hardness 8, 60 hp, Break DC 28.

ToW O: CHEST ROOM

A chest sits at the exact center of the room. The walls are covered with intricate patterns that seem to shift as you move.

This room has all the making of an elaborate trap. A DC 15 Spot or Search check will reveal small holes in the walls and hairline fractures around the ceilings and the floors. Despite this any search for traps indicates there are none present, because there isn't one. This is not a trap, but a gnomish model of a trap. There is no immediate danger here at all.

Treasure: The chest is not locked and inside there are a pair of gloves made of thin leather, light amber in color and a small crystal sphere three inches in diameter. If you have access to *Towers of High Sorcery*, then the gloves are *gloves of miscasting* and the sphere is a *globe of revealing light*. Otherwise, the items are *gloves of Dexterity* +4 and an *orb of storms*.

ToW P: PICTURE ROOM (EL 17)

On the wall hangs a life-like portrait of an elven maid weeping hangs on the wall. Beneath the painting a sign reads, "Do not touch."

Any character that approaches the painting finds that the painting seems more and more realistic the closer that they get. If they get within five feet of the painting have each one of them make a DC 10 Wisdom check to determine that the tears on the woman's face are real.

Any heroes that actually touch the painting release the tortured soul of the elven lady.

The Situation: The painting holds the trapped soul of a dark elf, Marindathalasa. Any character who succeeds a Knowledge (history) check DC 15 recalls that she is a famed dark elf who was responsible for the deaths of hundreds of Solamnic peasants during the Third Dragon War. The heroes can also make a Knowledge (arcana) check DC 15; this will reveal that Marindathalasa was a noted member of the Order of the Black Robes.

Creatures: One elven ghost and 3 knight haunts.

☞ **Marindathalasa:** hp 48, see page 275.

☞ **Knight haunts (3):** hp 54, see page 281.

Tactics: If the ghost is released, she assumes the form she thinks will be most pleasing to her would be rescuers. She immediately uses her call to arms ability to summon to her three knight haunts. She covers her use of this ability by thanking the heroes for releasing her from her unjust prison. If questioned about her prison or who imprisoned her, she quickly becomes angered and lashes out at the heroes, invoking her frightful visage ability.

In the following rounds she uses the following tactics until the knight haunts arrive, at which point she concentrates on casting her spells at the heroes, especially any that seem to close or interested in the picture she was released from.

First round—Marindathalasa will use her frightful presence ability; if the knight haunts have arrived, she casts *hold person* on the most likely warrior of the party.

Second round—Marindathalasa will use her *telekinesis* ability to bull rush (+15 on the attempt) the heroes, intending to push them away from the painting; if the knight haunts arrive, she casts an empowered lightning bolt at any character who looks to be an arcane spellcaster.

Third round—Marindathalasa will take advantage of any heroes how are prone to strike with her magic draining ability; if the knight haunts have arrived, she casts *scorching ray*.

Fourth and Fifth round—Marindathalasa will attempt to possess the strongest looking fighter and use him to attack the weakest looking party member; if the knight haunts arrive, she casts her empowered *magic missile*.

Development: Marindathalasa (and any knight haunts that arrive) will continue to attack until she is 'slain'. If she dies before the knight haunts, as soon as she is dead they give up the battle and seek to retreat. The only way to ensure that Marindathalasa is truly slain is to destroy the painting. Heroes can make a DC 20 Wisdom or Knowledge (arcane) check to realize that the ghost is linked to the painting. If the painting is destroyed, Marindathalasa dissolves into a puddle of paint and all that is left of the painting is a ruined landscape.

ToW Q: GREAT TOWER STAIR (EL 7)

The dark circular stair leads to regions both above and below. The sounds of thunder rumble constantly in this stair from above.

The Situation: The thunder actually comes from a storm above the magma pool in **ToW R: False Dawn**. The stair is 100 feet long in both directions.

Creature: This stair is protected by an invisible stalker.

☞ **Invisible Stalker:** hp 52, see *Monster Manual*

Tactics: The invisible stalker will attempt to prevent the heroes climbing from up the stairs.

Development: Climbing up the stairs 100 feet leads to **ToW R: False Dawn**. The sounds of thunder gets louder as the heroes climb the stairs.

Climbing down the stairs will eventually lead to **ToW R: Depths of Freedom**.

ToW R: FALSE DAWN

Read or paraphrase the following as the heroes reach the top of **ToW Q: Great Tower Stairs**:

As you reach the top of the tower stairs you see an open door before you leading to a balcony. Hot air and the smell of sulfur issues in from the door and the smell of sulfur.

The Situation: The heroes have reached the top of the stairs, which in its inverted state means they have reached the bottom of the gnomish building. If the heroes step out onto the balcony read or paraphrase the following.

Walking out onto the balcony you do not see a landscape as you might expect. You see towering walls of stone completely surrounding the tower. High overhead black clouds of smoke and a sky of red looms above. The sound of thunder rocks the stones under your feet. The wind from the storm is tremendously violent making it difficult to hear your fellow adventurers.

Development: This is not the way out. The heroes are standing upside down looking from the base of a lava dome into the heart of the volcano. The reverse gravity field stops halfway between the heroes and the lava bubbling at the base of the shaft. The turbulent atmosphere is the result of the heating of the air and moisture leaking into this area from the surrounding fissures. These factors combined with the colliding gravity fields have created a tremendous storm in the center of this shaft.

The walls of this shaft are 100 feet away from the tower and cool to the touch. As the heroes move higher up the wall, the wall gets hotter and hotter. The wall is too hot to climb (without magical protection) beyond 50 feet from the tower. If they climb down they will only reach the inside of the hardened lava dome that the tower is situated under.

ToW S: DEPTHS OF FREEDOM

If this is not the Fate test as described in **Entrance Hall** on page 157, then use this scene. If this is the test, then go to the alternate scene **ToW X: Fizban is Paladine** or **ToW Y: Waylorn is Huma Reborn** as appropriate to your Fate Number.

The staircase ends at a trap door in the floor. Wisps of sulfuric smoke swirl up through the cracks in the door.

The Situation: This is actually the way out. The inverted stair here goes out onto a lava dome and then outside. Those opening the trap door, however, may have a different impression. The sulfuric smoke boils up into the room and only a dull red glow can be seen through the trap door. The glow comes from sunlight shining through the smoke.

Development: Anyone who climbs down this opening passes into a normal gravity area 10 feet down. Ropes lowered into this area coil around as they sit suspended between the normal and reverse gravity fields. Anyone who jumps down the hole falls up into the normal gravity area then falls back down into the reverse gravity area, reappearing in the opening they just jumped through.

The reverse gravity area, however, only extends below the trap door's five-square-foot opening. If the heroes move out of this column, they land on the lava dome in normal gravity. Once on the lava dome, the smoke clears and they can see where they are.

The vertical sides of the volcano throat may be climbed. From ten feet up the throat, the heroes see a cloud descend from the sky and envelope them. When the cloud disappears, they find that they are returned to the **Nexus Chamber**.

ToW X: FIZBAN IS PALADINE (EL 16)

Substitute this scene for **ToW S: Depths of Freedom** above if this test holds the Fate Gem of Paladine.

The bottom of the stair opens suddenly into a great chamber. A terrible darkness and evil fills the great portal before you and holds your attention. From its black depths, the five-headed form of a dragon emerges. Takhisis herself blocks your way!

The Situation: Takhisis appears to engage the heroes for three rounds of combat.

Creatures: A dreamshadow aspect of Takhisis.

☞ **Dreamshadow Takhisis:** hp 174, see page 274.

Tactics: The Dreamshadow will begin by unleashing one of her breath weapons. Killing everyone outright in this fight is not the objective. It should be used to demonstrate the powerful nature of the goddess and it should allow the heroes to see Fizban acting with the power of Paladine.

Development: Once the heroes have had a taste of the Dark Queen's destructive nature read or paraphrase the following:

Suddenly Fizban strides forward, shining in a brilliant white light. The magical power from his upraised arms locks with the Queen's darkness and presses her back across the portal. Fizban begins to weaken yet continues. At last the portal is sealed and the Queen of Darkness leaves the world. Fizban falls spent to the ground. His body flares with sudden light and disappears. A gleaming white diamond appears where his body lay.

Development: Provided that the heroes have the Gem of Wisdom and the diamond, a golden door will appear here granting them access back to the Nexus Chamber.

Walking through the golden door will return the heroes to the Nexus Chamber. Fizban will be found asleep in the throne of the Nexus chamber snoring quite loudly. When he is awoken he swears he had the strangest dream.

ToW Y: WAYLORN is HUMA REBORN (EL 16)

This scene begins exactly like **ToW X: Fizban is Paladine** with Takhisis appearing and attacking the heroes. Refer to that scene for the relevant boxed text and tactics. Then read or paraphrase the following:

Suddenly the light of knowledge dawns on Waylorn's face. He raises his hands above his head and a beautiful Dragonlance of ancient work and design appears. Charging forward, he presses the Dark Queen back and vanishes with her into a black nothingness. Both are gone, leaving only a white diamond in their place. A golden door opens at the far end of the chamber.

Development: Provided that the heroes have the Gem of Wisdom and the diamond, a golden door will appear here granting them access back to the **Nexus Chamber**.

Walking through the golden door will return the heroes to the **Nexus Chamber**. Upon arriving there, the heroes find Waylorn well and with a clear memory. He knows now that he is Huma and that he alone can drive the Dark Queen back into the Abyss as he did once so long ago.

TEST OF VALOR

Once the heroes pass through the door to this test they arrive at the southwest door in **ToV A: Throne Room**. If they open that door again, they only see the hordes of draconians described in that scene.

ToV A: THRONE ROOM (EL 12)

Read or paraphrase the following as the heroes arrive in this room:

Flickering orange light and a hot wind wash over the throne room from a broken window on the west wall. At the far end of the hall from this window, a raised dais supports a throne. A blue banner draped behind the throne is emblazoned with the Kingfisher sign of the Solamnic Knights. On the throne, in a blue tunic with the same symbol, a boy sits.

The Situation: This is the throne room of Vingard Keep as it appeared when it fell to the forces of the Dragon Highlords. The boy claims to be Sturm Brightblade, heir to the throne of Vingard. While the boy certainly looks as Sturm did years ago, Sturm was not present at the fall of Vingard Keep and was well into his manhood at the time the incident actually took place.

The boy appears to be about eight years old. He is quiet and polite and has an air of royalty and honor about him. He explains that all those he knows have gone to defend the wall. He is the last of his house and heir to this throne—it is for him that the evil army now comes. He asks the heroes to aid his escape.

Anyone looking out the windows to the west sees a sea of draconian troops. Most of the castle grounds appear to be on fire. The curtain wall has been breached and draconians pour over the wall like rats. They are crossing the courtyard and headed for the central keep. The forces arrive at the windows and door within moments. The front doors are barred with a heavy bar, but it will not last long as the heroes can hear axes thudding against the far side.

Creatures: Hordes of draconian (CE male baaz draconian fighter 3) and human (C male civilized human fighter 4) mercenaries.

☞ **Baaz guards:** hp 39, see page 279.

☞ **Dragonarmy soldiers:** hp 28, see page 247.

Tactics: The invaders are looking to corner the heroes against the back wall where they can overpower them and kill them.

Development: The first splintering of the wood takes place 1d4 rounds after the heroes arrive. It opens up a two-foot-wide hole in the doors where, the heroes can see the corridor beyond filled with evil troops. The splintering of wood continues for 1d8 rounds after which the door sunders. The doors to the north and south of the Throne Room are being similarly assaulted.

Once the doors are broken, a group of 16 baaz and eight humans enters the room. Roll 1d6 each round. If the result is a five or six, another group enters the hall. They try to press the heroes back against the throne dais area and block off the obvious exits.

The halls leading from this room are also filled with baaz draconians—the only escape route is the secret door. If the heroes do not find the secret door behind the throne by the time the Dragonarmy breaks into the room, the boy leads them to it.

ToV B: WEAPONS ROOM

Rows of shelves are situated in this room with lines of weapons. Some of the weapons are magical in nature: a +3 *short sword*, three +2 *longswords*, and four +2 *battleaxes* are here on display. There are also 20 flasks of alchemist's fire.

ToV C: TREASURY

The door to this room is locked with a good lock (DC 30). This is the castle treasury. It contains 650 pp, 9,500 sp, and 12,000 cp found in leather bags. A *ring of protection* +2, a *rod of wonder*, and a *staff of abjuration* (20 charges) are also here.

ToV D: DROP SPHERE

Read or paraphrase the following as the heroes open the door behind the throne in **ToV A: Throne Room**:

A short corridor leads to a landing that extends over a 30-foot-diameter shaft. In the shaft at ground level, a glass bubble hangs from steel pins. The sides of

the bubble fit perfectly against the smooth sides of the shaft. A ladder leads to a hole at the top of the bubble. High overhead, dim light can be seen.

The Situation: This is an escape bubble built into the keep. A group of people climbs into the magically reinforced glassteel bubble (hardness 10, 180 hp) through the hole in the top. A lever on one side of the bubble retracts the pins holding it allowing it to drop freely down the shaft. The falling sphere compresses the air under it, creating a gradually increasing resistance. This slows the descent until the bubble nears the bottom of the shaft. There the operator releases the lever and the pins spring out again and stop the bubble. The bubble stops with an exit one foot above the top of the shaft.

The exit is designed to fit flush with the sides of the shaft. The door is steel and opens via an inset handle. The door can be locked from the other side with three steel rods.

Development: The draconians discover this area 1d6 + 10 rounds after the heroes leave the bubble. They send 15 baaz draconian guards gliding down to find the young Sturm. These are followed (in 1d6 + 10 rounds) by the group detailed in **ToV A: Throne Room**. They descend using rope. If the steel door is locked, however, the evil troops are delayed for three hours before opening it.

The bubble retains the compressed air under it. If released, the bubble rises 1d10 + 15 feet, completely blocking the shaft. It takes many hours to get past this barrier (destroying the bubble, etc.)

ToV E: Main Tombs

Read or paraphrase the following as the heroes enter this area from the glassteel bubble:

Artistically sculpted stonework blends with the natural caverns here. Broad steps descend from a platform to the smooth dirt floor. A steel door stands at the back of the platform. Three tunnels go off to the north, south, and east.

Several large crypts are scattered about the cavern. Dust lies heavily in the carving on their lids, obscuring the details.

The Situation: These tombs are those of ancient Solamnic Knights who once served in Vingaard Keep. The lid carvings, if blown clear of dust, reveal the names of some of these Knight families.

The following are typical of Solamnic family names: Strongbow, Swiftarrow, Steele, Coldedge, Firehilt, Oakshield, Ironforge, Justman, Mordanus, Truelance, Trueheart, Corilainus, Solanius, Vurtainus, Palatinus.

These are the resting dead. Their bones lie quiet within their tombs.

ToV F: North Tombs (EL 15)

The cavern extends north from a large opening on the south, ending in an edifice of stone worked directly to the wall. Letters over the stone proclaim the name "Brightblade." Between the southern opening and this great tomb, four large crypts intervene.

The Situation: There are four knight haunts inside each of the four crypts. These knight haunts remain dormant until the heroes open either their crypts or the gateway to **ToV 44: Brightblade Tomb**, at which point they manifest.

Creatures: The knight haunts were knights destroyed suddenly by the Cataclysm while protecting their masters. Their thirst for vengeance against whoever provoked this death is so great that they have remained all these years to determine who is at fault and to exact justice for these deaths.

☞ **Knight haunts (16):** hp 54, see page 281.

Tactics: When encountered, they do not attack immediately but one of their number asks a hero: "Are you the one?" If the hero answers "yes," then the knight haunt attacks until it is either dead or has killed the person who answered in the affirmative.

Development: "Are you the one?" actually means "Are you the one who caused our deaths and those of our masters?"

Any other answer than "Yes" causes the knight haunt to reply, "Your presence is requested by the king." The knight haunt waits to see where the heroes go next. If they try to pass through the door to the north the knight haunts will attack them. If, however, they exit through the passage to the south or the tunnel to the east the knight haunts will return to their tombs and close the lids. If the heroes flee the room the knight haunts will not follow.

ToV G: Brightblade Tombs

Great statues line the walls of this hallway. The eyes of the statues seem to follow the heroes' progress. These statues are normal and the eyes are figments of the heroes' overactive imaginations.

ToV H: Argot Tombs

Read or paraphrase the following as the heroes enter this area:

Faded frescoes cover the walls of this room. In the frescoes, vast armies collide and fight wars long since settled. In the center of the room, a single crypt stands.

The Situation: The carving on the end of the crypt identifies the occupant as Argot Brightblade.

Development: The top surface of the crypt is quite unusual. It is inscribed with a detailed image of a Talis card. This crypt is a transit point to another test. If the heroes open this tomb, they are engulfed in white light streaming from the crypt.

If the heroes have not completed the other tests they will see visions of the tests they have yet to take inside the light. They may enter the test by walking into the vision. But heroes who move to another test in this fashion do not go through the **Nexus Chamber** and therefore do not regain

their lost hit points. Additionally, those who enter the light and subsequently return to the **Test of Valor** start here rather than back at the beginning.

If this is their last test the flash of light will be brief, but the tomb will appear to be empty. If this happens roll some random dice and shake your head, but say that nothing appears out of place.

ToV I: MORITHAN BRIGHTBLADE

Other than the name of the tomb, this location is identical to that in **ToV H: Argot Tomb**.

ToV j: Junction

The narrow tunnel branches in two directions here. This tunnel maintains a four-foot diameter all the way along its course.

ToV K: EAST TOMBS (EL 16)

The stalactites on the ceiling stand poised over the cavern floor like gigantic daggers here. The floor is littered with huge crypts down its entire length.

The Situation: Each of these crypts holds four knight haunts. They do not manifest unless their crypts are opened (as in **ToV F: North Tombs**) or until the caryatids sound the bells in **ToV P: Caryatid Colonnade**.

Creatures: 28 knight haunts.

☞ **Knight haunts (28):** hp 57, see page 281.

Tactics: If the heroes tamper with the crypts here it will take 1d4 rounds for all the knight haunts to make their way from their crypts before they attack. If the bells in **ToV P: Caryatid Colonnade** are rung the echoes of the crypts from this room opening will reverberate throughout the caverns. The knight haunts of this room will arrive in **ToV P: Caryatid Colonnade** in 1d4+6 rounds.

ToV L: SOUTHERN FISSURES (EL 11)

Read or paraphrase the following as the heroes enter this area:

A howling moan resounds through the twists and turns of the tunnel ahead of you.

The Situation: As the heroes venture down this tunnel, they encounter three successive fissures. These fissures are 1d8 + 4 feet across. Across the first fissure, the tunnel continues onward. Past the second fissure is a small cavern. In this cavern stand four figures leaning on spears. The tunnel continues on from the cavern to the next fissure. After this, the tunnel breaks through a masonry wall to the main crypts in **ToV R**.

Creatures: These four figures are knight haunts that appear to have died standing here.

☞ **Knight haunts (4):** hp 54, see page 281

Tactics: Each hero that passes the figures hears a whisper. Have each hero roll a DC 10 Listen check. Any who are successful hear the whisper to say, "Are you the one?" They react exactly as the knight haunts in **ToV F: North Tombs**.

Development: If the heroes run, the knight haunts pursue, calling their fellows into action in any area they enter. Thus if the heroes attempt to retreat into **ToV R: Ancient Tombs**, the pursuing knight haunts awaken all the knight haunts there.

ToV M: HOWLING CAVERNS

Read or paraphrase the following as the heroes enter this area:

The tunnel emerges from the crypts onto a great gulf. Two statues at the edge of the rift hold hands so as to form an arch. Obscure letters adorn the statues. In the cold darkness beyond, the vague outlines of a great mausoleum can be seen carved into the rock face opposite. A tremendous landing with columns can barely be made out at the limit of your torch light. The wind howls furiously here, making it difficult for you to hear one another.

The Situation: The writing on the statues is ancient but easily readable. It says, "Wherein lies your life, therein lies your honor." Anyone who utters the words of the Solamnig Creed, "My Honor is my Life," causes a great span of rainbow colors to form a bridge to the landing across the gap to **ToV P: Caryatid Colonnade**.

Development: The young Sturm Brightblade knows this phrase, but waits for the heroes to utter it themselves. It seems painfully obvious to him. If the heroes are stumped, he provides the phrase, but seems suspicious of the heroes henceforth.

The wind is so loud here it imposes a -4 penalty on Listen checks in this area.

ToV N: NORTH CAVERNS

A wide gap stands between the heroes and a landing in the distance. The wind screams in fury through the fissure. The distance across this fissure is 30 feet and it leads to **ToV O: North Overlook**. The wind is so loud here it imposes a -8 penalty on Listen checks in this area.

ToV O: NORTH OVERLOOK

Raging winds buffet the heroes on the point of an overlook. Torches waver in the wind, barely illuminating the immediate area. A tunnel runs back from this landing to another crevasse 30 feet across. This in turn leads to a tunnel that breaks into the northern part of **ToV P: Caryatid Colonnade**. The wind is so loud here it imposes a -8 penalty on Listen checks in this area.

ToV P: CARYATID COLONNADE (EL 14)

Read or paraphrase the following as the heroes enter this area:

Rows of 14-foot-tall columns carved in the shape of swordmaidens support the ornate ceiling of this vast room. Hundreds of bells of all shapes and sizes hang from this ceiling. Wide halls run off to the south and north. A thick steel door stands closed at the east end of the colonnade.

The Situation: These caryatid columns are guardians of the King's Court. They will attempt to prevent the heroes from gaining entrance.

Creatures: Six caryatid columns.

☞ **Caryatid columns (16):** hp 53, see page 279.

Tactics: The columns take no action until the heroes come within 30 feet of the entrance to **ToV S: King's Court**. Then they animate and move to block the entrance. If the heroes insist on moving toward the entrance, the caryatid columns then attack to subdue, taking a -4 to hit and only causing non-lethal damage. If the heroes approach to within 10 feet of the main doors, the caryatids strike for real damage.

Development: When the caryatids first move from their bases, their heads brush against the bells tied to the ceiling. These bells create an avalanche of sound so loud that the stones of the walls and ceiling shake. This alarm awakens and summons the knight haunts from the other areas.

The knight haunts from **ToV F: North Tombs** and **ToV K: East Tombs** arrive within 1d4 + 6 rounds, while those from **ToV R: Ancient Tombs** arrive within 1d4 + 5 rounds.

This is of course entirely overwhelming odds. The heroes should be given a chance to realize that caryatids are attempting to perform their duty as guardians. You can allow a DC 15 Knowledge (nobility and royalty), bardic knowledge, or untrained Intelligence check to have the heroes realize that what is called for in this instance is diplomacy, not action. If the heroes stop fighting and present themselves to the caryatids as guest of the King then the guardians will let them pass, although it may take them a few rounds to clear a path to the entrance. If possible this should coincide with the arrival of the masses of knight haunts from the other parts of the caverns so that the heroes are rushing through the entrance with the knight haunts hot on their heels. The knight haunts will not follow the heroes into the next room.

ToV Q: PROCESSIONAL HALL

Iron statues 15 feet tall stand silently in alcoves, on each side of the hall. Their stern faces gaze down on passersby. Their iron swords rest against massive chests. The statues are hollow and contain nothing.

ToV R: ANCIENT TOMBS (EL 13)

Tall masonry walls rise up to a cavernous ceiling. Huge stalactites hang over the roofs of massive mausoleums.

The Situation: These are the tombs of those close to the royal house. This central tomb houses the Duke and Duchess of Heathercleft—an ancient Duchy northeast of Vingaard.

Creatures: Eight knight haunts lie in the four tombs surrounding the Heathercleft tomb. These were the guardians of the Duke and Dutchess who were killed during the Cataclysm.

☞ **Knight haunts (8):** hp 57, see page 281.

Tactics: These knight haunts act the same as the ones in **ToV F: North Tombs**.

ToV S: KING'S COURT (EL 17)

Read or paraphrase the following as the heroes enter this area:

Huge crypts, four to each side of you, lay in ranks down the hall. Eight pillars of light shine down on them, draping deep, stark shadows down their sides. The fitted stone walls of this room work into and around the natural stone of the cavern. The jagged teeth of stalactites hang ominously overhead.

At the far eastern end of the room, broad steps climb to a platform lit in brilliant light. Two crypts can be seen on either side with a pair of thrones between them. Two figures, draped in shadow, sit on the thrones. Between them, a large gem sits atop a pedestal.

The Situation: This is the King's Court. It is ruled by Virtus Brightblade, long-dead Lord of Vingaard Keep and his Lady Amalthia Brightblade. Both are spectres but are of neutral alignment. Their life force remains because of the knight haunts' burning need for justice. They are here to judge those brought here.

Creatures: Heroes will walk down the center aisle to the base of the stairs. As they pass the rows of crypts, each opens slowly and eight knight haunts appear from each crypt they pass (a total of 64 knight haunts).

☞ **Lord and Lady Brightblade (spectres):** hp 45, see *Monster Manual*.

☞ **Knight haunts (64):** hp 57, see page 281.

Development: Once all are in attendance, then the spectre of Virtus speaks.

"Are you the one?" he asks. But unlike the knight haunts, Virtus elaborates on his question. "Are you the one who brought fire from the skies and destroyed our lands? Are you the one who caused such pain and death?"

If the heroes answer yes, then the spectre and his lady float down to the heroes and attack them. All the gathered knight haunts also attack.

If the Heroes answer no, then the spectre Amalthia asks the heroes to relate their deeds to prove their answer. The players should then relate why they should not be judged guilty by this tribunal.

If the tales and explanations given by the players are sufficient in your judgment to convince the dead lord and lady, then Virtus lowers his head and ponders a moment. Then he asks the heroes, "Who, then, is the one?"

Listen carefully to the players' response. If the heroes give a convincing argument as to who was responsible for the Cataclysm, the dead lord listens attentively. If their response is half-hearted or vague, then there is a 30% chance that Virtus rises up in anger, saying that he believes the heroes are responsible and are lying to him. If they continue in this way, then Virtus judges them guilty and all attack the heroes.

If the heroes' response is convincing, and they mention present-day organizations or beings (e.g., Kitiara, Dragonarmies, Takhisis, etc.), the dead lord commands all the knight haunts to fight this evil. The knight haunts march out the exit and leave the crypts to search for those connected with "the one." Lord Virtus gives the heroes the Gem of Valor from the pedestal next to his throne.

If no particular person or organization is named, then the dead lord again bows his head and speaks: "We may do battle with those responsible, we shall forever remain here searching

for the justice of our release. You may go.” With that, he dismisses the heroes, motioning them toward **ToV U: South Exit** without giving them the Gem of Valor.

Any attempt to forcibly take the Gem of Valor results in the spectres and knight haunts attacking the heroes, although this may not prevent the heroes from taking the gem.

ToV T: King’s Treasury

This room is locked with a superior lock (DC 40). It contains a table with six pieces of jewelry (6,400 gp each), 3,300 stl, 5,000 pp, +3 *full plate armor*, and a +2 *axiomatic longsword*.

ToV U: South Exit

Read this only if this test does not hold the Fate Gem (i.e., if neither ToV X or ToV Y is the fate of your campaign); if this test does contain the Fate Gem, go to ToV X or ToV Y, whichever is appropriate.

There is a tapestry on the wall of this otherwise bare room. The tapestry depicts the great throne you saw when you first entered the Glitterpalace.

The Situation: This is the throne of Paladine. If the heroes enter this room with the Gem of Valor, then the tapestry glows brighter and brighter until its light is unbearable. At that point the heroes appear back in the **Nexus Chamber**. Without the gem, the tapestry does nothing. It cannot be removed or damaged.

ToV X: Sacrifice Self (EL 16)

Then read or paraphrase the following:

The doorway opens into a great chamber. A terrible darkness and evil fills a great portal before you and holds your attention. From its black depths, the five-headed form of a dragon emerges. Takhisis herself blocks your way!

The Situation: Takhisis engages the heroes for three rounds of combat.

Creatures: A dreamshadow aspect of Takhisis.

☞ **Dreamshadow Takhisis:** hp 174, see page 274.

Tactics: The Dreamshadow will begin by unleashing one of her breath weapons. Killing everyone outright in this fight is not the objective. It should be used to demonstrate the powerful nature of the goddess.

Development: Once the heroes have had a taste of the Dark Queen’s destructive nature read or paraphrase the following:

Suddenly, the young prince strides forward, a Dragonlance magically appearing in his hands. The light streaming from him is too bright to bear as he presses the darkness back. The Queen reels back through the portal. As he reaches the portal, his last

words come back to you; “The gate may only be closed from the other side. As I do, so must you do also, else the world is lost.”

With that, they both disappear into the void leaving behind a white diamond.

Development: Provided that the heroes have the Gem of Valor and the diamond, a golden door will appear here granting them access back to the Nexus Chamber. Walking through the golden door will return the heroes to the Nexus Chamber.

ToV Y: Berem is Paladine (EL 16)

Use the same description as **ToV X: Sacrifice Self** to describe Takhisis appearing and attacking. Then, once the heroes have had a taste of the Dark Queen’s destructive nature, read or paraphrase the following:

Berem calls out. Suddenly his gem shines brilliantly and his eyes are filled with purpose. “In this guise have I chosen to come, Takhisis! Return to your own realms!” With these words he walks forward, the Queen of Darkness cowering before him. Both disappear into the darkness, leaving behind a white diamond.

Development: Provided that the heroes have the Gem of Valor and the diamond a golden door will appear here granting them access back to the Nexus Chamber. Walking through the golden door will return the heroes to the **Nexus Chamber**. Berem will be there and claim to remember nothing of his actions.

TEST OF HEART

Great moors extend as far as the eye can see. A citadel of glowing light sits on the horizon. Many familiar NPCs are found as skeletal corpses on the ground.

This section of the adventure requires some preparation on the part of the referee. Make a list of NPCs that the heroes have met during their Dragonlance Classic campaign adventures. These NPCs should be characters whom the heroes know are dead, or whose current locations are unknown to the heroes.

Next to each name, jot down something the heroes did that may have caused the NPC’s death. This thing must clearly be the fault of the PC even if you have to stretch the circumstances.

As the heroes move through this area, they encounter the dead spirits of the NPCs. It is up to the heroes to deal with the deaths of these people and continue on to their goal despite the depression and hopelessness presented here.

ToH A: Entry Point

Read or paraphrase the following as the heroes enter the Test of the Heart:



You stand on a high plateau under a velvet blue night sky with cold stars shining down on you. In the distance, tall cliffs fall away from the plateau. A strange purple glow from below these cliffs shines up and fades into the night sky.

All the ground lies in shadow. Its parched surface is cracked but even, broken occasionally by vast jagged boulders. There is an unnatural silence here.

A single figure can be seen across a chasm east of where you appeared. The figure seems somehow familiar but is moving quickly out of sight behind boulders.

Two more land bridges at the southern end provide exits to the southeast and west. The bridge leading southeast seems to join the plateau where you saw the figure. Intervening boulders obscure details beyond the bridges.

Those who approach the cliffs and look down see the following:

The cliffs below you disappear into a distant purple glow. The glow seems to hurt your eyes as you stare into it. The distance down is difficult to determine.

The cliffs drop down roughly 1,000 to 1,500 feet before ending in a jagged bottom. Apparently the entire plateau area is somehow suspended over the distant glow.

The Situation: The stars overhead contains the constellations of the Queen of Darkness and the Celestial Paladin—constellations long missing from the skies of Krynn. The distant purple glow is actually 30 miles distant.

Development: Those falling off the edge of the cliffs plunge into the purple glow. As the person is falling into the glow they see a surface start to take shape amid the terrible blankness. Then they hit the ground 10 feet back from where they fell, taking 20d6 points of falling damage. This is a great loop that brings falling objects almost back to where they started.

The figure on the bridge is that of someone the heroes once knew. This is a dreamwraith manifestation of this person. The figure is stooped and shuffles towards **ToH E: East Grove**. Heroes who hurry after the figure are able to catch him without much difficulty. When approached, the figure has its back turned toward the heroes. When the figure turns around, the heroes see that his face is hideously disfigured—a mask of death. The figure's skin is white and drawn tightly over its skull. Its eyes are sunken and glazed over.

“Why have you done this to me?” the figure asks. Then he recites what was done to him by the heroes, claiming that deed caused this fate. The figure speaks bitterly and without hope. Anyone listening to the story must make a DC 20 Will save or be affected by overwhelming despair as per the *crushing despair* spell for the entire duration of this test.

When the figure is done speaking he throws himself over the ledge into the endless reaches below and disappears.

ToH B: OVERLOOK

Read or paraphrase the following as if the heroes venture to this area of the moors:

The vast rock bridge ends in a gap more than 400 feet across to the cliffs beyond. Though boulders atop the cliffs north of here obscure the details of the plateau in that direction, a faint white aura seems to emanate from something in that direction.

The sounds of a slow march drift here from the west. Looking east, you see that a crumbling bridge of stone still spans the distance from a plateau east of you to the cliff face on the north. There appears to be no direct route from here to the bridge.

ToH C: PORTAL

A single slab of stone 10 feet tall and four feet wide stands on a dais at the edge of the plateau.

The Situation: The slab faces north and south. On the north side of the slab is the face of a Talis card that depicts a place the Heroes have never been. On the south side is a card that shows an upside-down female kender with a scepter standing in ivy. This is a reversed card of Earth in the Talis card deck.

Development: Those who approach either side of this slab will find that the carvings become transparent, showing objects behind the lines of the drawings. The north face shows the area where the heroes first arrived in this test. The southern side shows a bog that exists somewhere in this area. A brightly shining pavilion can be seen beyond the boulders at the far end of the bog.

Those who attempt to touch the face of the slab find that it is no longer there. By touching the slab they are teleported to the area pictured. The southern face always teleports to the identical slab in **ToH G: The Great Moor**.

ToH D: WEST MOOR (EL 10+)

Use the first boxed text if the heroes enter this area from the southern end; use the second if the heroes enter from the northern end.

A huge mound of rock in front of you stands almost 100 feet high. A line of weary soldiers moves toward this rock from the northern end of the plateau, winding their way through the scattered boulders on the plain. The soldiers disappear behind the rock mound.

A huge mound of rock disgorges troops in unkempt armor and ill-used weapons. About 200 soldiers mill about the edge of a precipice to the north and stare mournfully in that direction. Many of them sigh and, bowing their heads as if under some great burden, form a line of dejected souls that winds its way through scattered boulders and disappears behind another huge rock mound to the south.

The Situation: These are the Soldiers of Failure. They are doomed to move ever in the direction of home, never leaving the site of their failure. Included in this march are any heroes who have died during the course of this epic. All in this procession appear to be malnourished and almost skeletal.

Development: If the heroes try to talk with any of these soldiers, one or two of the warriors stop and speak with them. There is a 10% cumulative chance per round of talk that they just sigh heavily and walk off.

Stopped warriors always say something to the effect of: “Why do you stop us? Do you not see that this cause is a hopeless one? We are beaten. You are beaten. None can win against such darkness and hate.”

Players must make DC 18 Will saves for any heroes who listen to the failed warriors. If they succeed, then the heroes are able to withstand the effects of the hypnotic words. If they fail, then the heroes are overcome with despair.

Heroes who are overcome with despair drop their weapons and join the southward procession. They repeat the litany of hopelessness when questioned and do not want to go with the party. A *dispel magic* or *break enchantment* versus a caster level of 20 will free the hero from his despair.

Alternatively, a convincing speech about hope and courage can also break the despair. This speech must be composed by a player and must be original (arguments previously used on other heroes do not work again). After hearing the speech you should assign a bonus from +5 to +15 based on how well you think the speech was delivered. If the player comes up with something quick and funny it may only earn a +5, but if they come up with a fantastically inspiring speech you could award +15. Then the hero must make a DC 30 Diplomacy check with this additional bonus. If the hero is successful the depressed hero is pulled from his despair.

Creatures: A horde of Dreamwraith Soldiers of Failure.

☞ **Soldier of Failure (variable):** hp 35, see page 282

Tactics: These warriors maintain their lethargic state until the heroes try to stop them or attempt to inspire hope in them. The speeches of faith and hope that work so well on heroes have an opposite effect on the NPCs. Instead of changing their attitude toward Helpful it moves their attitude to Hostile. Those within earshot (1d10 + 3) immediately attack the heroes. On every round after the first, there is a 30% chance that 1d4 more warriors become enraged and join in the fray.

Development: The warriors will fight for as long as the heroes remain in the area. There are an unending number of them. If the heroes flee, these warriors do not pursue and the heroes can easily escape. If the heroes stay away for more than 10 minutes the soldiers will forget them and return to their lethargic state.

The huge mounds at both ends of the plateau are actually continuous teleports. The warriors walk into the southern mound and walk out of the northern.

TOH E: EAST GROVE

Gnarled trees claw into the night sky. The purple light that shines from below gives a weird, skeletal appearance to the trees. Just beyond the trees lies a jagged span of stone that arches into the distance.

Development: Once the heroes pass into the woods, the trees take on the look of the Silvanesti Forest under the effects of the nightmare. A green mist permeates the forest. This mist, however, is more deadly. Anyone inhaling the mist must make a DC 17 Fortitude save or lose 2d6 points of Strength. The mist here acts like the poison known as lich dust. A minute later, a second save is required or the hero loses 1d6 Strength. The poison also has hallucinogenic effects, making the heroes see horrors emerging from the forest. The hallucinogenic effects last for as long as the heroes remain the mist and five rounds after.

TOH F: DARK BOG

A dark fetid bog stretches across this region of the moors. While walking across this bog, the heroes sink to a depth in inches equal to their AC. So a hero that has an AC of 15 sinks 1 foot, 3 inches; if a hero has a 24 AC they sink two feet.

There is one bridge that connects to **TOH G: The Great Moors** from the bog. A wide stone bridge, its mortar loosened and its side rails fallen, spans the gulf between two tall cliffs. Only the strange purple light shining from the depths of the gulf can be seen below.

TOH G: THE GREAT MOOR

Read or paraphrase the following when the heroes first arrive in the Great Moors:

This rolling moor is covered in a thick, green blanket of mist. The mist collects in watery depressions, weaving amongst the gently undulating ground. Mosses cover the landscape and an occasional boulder stands like a tombstone from the moor. Shining over the boulders in the distant north is a pavilion surrounded by brilliant white light.

The Situation: The heroes have traveled into the Great Moor where an army of hopeless undead souls awaits them. Once the heroes have moved 100 feet into the Great Moors they will be attacked by hordes of undead humanoids in various states of decay.

Creatures: Advanced wraiths appearing as skeletal humanoids seeking to drain the heroes of all vitality.

☞ **Advanced wraiths (10):** hp 70, see page 278.

☞ **Zombie, commoner:** hp 16, see *Monster Manual*.

☞ **Skeleton, commoner:** hp 6, see *Monster Manual*.

Tactics: Hundreds of undead begin to pull themselves from the spongy earth and shallow pools of the moors. All of them will blame the heroes for their death. Most of the undead are nothing more than typical zombies and skeletons, but 10 advanced wraiths hide among them. The wraiths will seek to drain the heroes of their constitution and make them part of the hordes of the undead.

Development: Once the undead start to pull themselves from the earth, the heroes will recognize some of them as NPCs they met previously. The wraiths will all be former acquaintances of the heroes. This should give them a clue as to who to avoid on the battlefield.

Any hero that is slain by a wraith will rise as a standard wraith in 1d4 rounds. This condition only lasts until any surviving heroes make their way back to the **Nexus Chamber**, when the slain heroes will be restored back to life.

The heroes should be encouraged to escape the undead rather than sit and fight them all, as the undead here are countless.

There is a slab of stone located at the southern edge of this area. It is identical in shape to the one located in **ToH C: Portal**, but its faces are blank and it does not *teleport*.

ToH H: Final Gulf

A final gulf of 100 feet separates the heroes from the white pavilion. The undead from the Great Moors will follow the heroes to this area. If heroes are unable to find a way across the span, a prayer to any of the gods of good asking for help or atonement will create a bridge of pure light that the heroes can cross and the undead will refuse to approach.

ToH H: Pavilion of Light

If this is not the Fate Test as described in Entrance Hall on page 157, then use this scene. If this is the test, then go to scene **ToH X: Berem and his Sister** or **ToH Y: Destruction of the Gem** as appropriate to your Fate Number.

A long, gentle slope of meadow leads up to a white pavilion. Past the open doorway are a pedestal and a throne. Upon the pedestal rests a red gem.

The Situation: This is the Gem of the Heart. Behind the throne is a golden doorway that leads back to the **Nexus Chamber**.

ToH X: Berem and his Sister

Read or paraphrase the following as the heroes enter the Pavilion of Light:

A long, gentle slope of meadow leads up to a white pavilion. Past the open doorway are a pedestal and a throne. Upon the pedestal rests a red gem.

On the opposite side of the throne from the pedestal, a pillar of rock stands. As you get closer, the details of this pillar begin to resemble those of a beautiful woman.

Berem hangs his head in shame, looking alternately as if he wants to run to her or flee. Suddenly the woman speaks:

“Come, Berem. All is forgiven. Let us walk the heavens together and shut the door on this world’s misery.”

Berem goes to the woman and holds her. The dark sky is suddenly ablaze with dawn. Outside the pavilion, grass grows and flowers bloom. In the place of Berem and the woman is a diamond gemstone.

The Situation: Behind the throne is a golden door. As long as the heroes take the diamond and the gem they will be allowed through the door and will appear back in the **Nexus Chamber** where Berem will be waiting.

ToH Y: Destruction of the Gem

Read or paraphrase the following as the heroes enter the Pavilion of Light:

A long, gentle slope of meadow leads up to a white pavilion. Past the open doorway are a pedestal and a throne. Upon the pedestal rests a red gem.

A brilliant anvil stands opposite the gem pillar on the other side of the throne. A woman sits on the throne, weeping.

“My tears are for you, my brother,” the woman says to Berem. “If you return the gem you will open the door to a great evil. Instead you must destroy it on the anvil to prevent the evil from passing into this world.”

Berem rushes forward and throws himself down upon the anvil. Berem suddenly goes limp and dies. As his last breath escapes, he rolls over to show the gemstone upon his chest crushed on the anvil. The dark sky is suddenly ablaze with dawn. Outside the pavilion, grass grows and flowers bloom. Berem and his sister disappear with the light of dawn. In the place of Berem is a diamond gemstone.

The Situation: Behind the throne is a golden door. As long as the heroes take the diamond and the gem they will be allowed through the door and will appear back in the **Nexus Chamber** where Berem will be waiting.

LEAVING THE GLITTERPALACE

There are two scenes that take place following the heroes’ completion of the tests of the Glitterpalace. The scenes should be run in the order they appear.

AWAKENING

Once the heroes have inserted all four gems into the base of the throne they will be transported to Godshome. Read or paraphrase the following:

The throne room of the Glitterpalace fades from view and a new vista appears. A fresh breeze washes gently over mountains that surround you as the day dawns. A rosy glow blankets the encircling peaks to the east while stars glitter in the deep blue overhead. The towering mountain crags stop abruptly at the edge of the polished surface of a circular stone that mirrors the star-studded sky. Silent obelisks stand about its perimeter.

A voice addresses you from the surrounding pillars. “Welcome, heroes of Krynn! The gods of good greet you and offer words of hope and caution. Now is the time for all to prepare for the final assault against the darkness that oppresses Krynn.

Even now, mighty armies of good converge on the plains of Neraka. The haughty armies of the Dragon Highlords will not allow a siege, so there is to be a titanic battle on the plains west of that most evil of cities.

Your presence is required at Neraka. Contact the Whitestone forces and decide where your talents would be best used: leading the armies of good or quietly entering the city and destroying the source of the evil plaguing Krynn. Each of you must decide which way you choose to aid this final battle.”

The gods of good are pleased with the heroes actions and wish to pronounce a blessing upon them through the Prophet (or any other high level divine spellcaster). This blessing enjoins them to ignore temptations they will experience, for the gods of good will continue to bless them and guide them so long as they are true to their mission and calling.

Hear me now, mortals of Krynn, and receive the council of the creators. The end of your journey is before you, but the road is uncertain and treacherous.

Know that good redeems its own. If the blessed are true, then shall the might of the gods go with them. Go with the hopes of many.

Know that evil consumes its own. If the temptress entangles you, then you are lost. Deny all temptation to renounce your quest.

Know that the balance must be. If the darkness hides the lamp, the lamp does not die. Seek for the good amid the evil. Know that man’s will swings the balance. When you choose your destiny, the destiny of the world is decided. Choose your path wisely.”

Read only one of the following sections of boxed text—the section corresponding to the fate number found in this adventure.

FATE NUMBER 1

Greatness walks among you. If the mage be no wizard, then his power is of us. Spend not his strength until he comes before the Queen.”

FATE NUMBER 2

The madman walks the world twice. If the lance be in his hand, he will again do the deed. He seals the gates in the council of evil.”

FATE NUMBER 3

The lance may close the gate. If a life is forfeit to save the world, it is not lost in vain. With the lance through the portal a hero may destroy evil.”

FATE NUMBER 4

The stoneman walks in disguise. When taken before the Queen his nature shall be revealed. In the council chamber he shall prevail. If the Foundation is found, then the souls can be one. His fate lies far below evil councils.”

FATE NUMBER 5

The stone-hearted one holds the key. If the Foundation is found, then the souls can be one. His fate lies far below evil councils.”

FATE NUMBER 6

The life-giving stone threatens peace. If the stone is taken whole, then shall the Queen rejoice. An anvil on high shall crush its power.”

Read of paraphrase the following to all after reading the proper section above.

Now our blessing goes with you. Your fate is in your hands, yet shall our influence guide your decisions. Choose for yourselves the paths you take. May your choices be wise for the sake of the world.”

Development: Once the gods have finished their speech, all of the heroes receive the following blessings. As long as the heroes remain true to their mission, and do not dally to gain treasure, drink heavily, or follow other pursuits of vanity or greed, the following blessings remain in effect:

Fortuitous Meetings: In cases where friendly help might be available (e.g., if a member of the underground has a chance of being in the same tavern with the heroes) and the heroes are in need of help, then that help is there.

Presence: When the heroes are hiding, the DC Spot or Listen check an enemy must make to notice them is doubled.

Sincerity: The heroes receive a +5 sacred bonus to all Diplomacy and Bluff checks.



Dragonlances: Two footman's Dragonlances appear beside the heroes as the blessing is bestowed. The heroes may need these to defeat the Dark Queen.

All of the above blessings may be shared with additional heroes from *Dragons of Winter* (if it has been played) once the heroes of this adventure meet with them in the next chapter.

THE ARMIES OF GUNTAR

After the heroes have received the blessing of the gods the voices fall silent. Read or paraphrase the following:

A dark shadow suddenly passes over you, and massive leathery wings creak overhead. A down-blast of air sweeps past, and a massive, serpentine shape comes to rest on the ground 100 feet away.

Situation: Outriders from the armies of good are converging on Neraka. The rider is one of the heroes from the other party of characters played in *Dragons of Winter*. Soon thereafter all the heroes from the previous adventure gather at Godshome. If the previous adventure was not played, then you may feel free to insert other NPCs the heroes had met up until this point that did not accompany them through the Glitterpalace.

The new arrivals tell the heroes that the armies of elves, dwarves, kender, and humans, under the overall command of Lord Gunthar, approaching Neraka from the west, north, and southwest. Also, all five evil armies are converging on Neraka, apparently following orders that were carried out from the

city by dragons. They will reach the city before the armies of good catch them. Plus, the new heroes will explain about the Good Dragon's Oath and the creation of draconians.

EPilogue

At the conclusion of this chapter the players must choose which heroes (from either group) that they wish to journey to Neraka and thwart the Dark Queen's plans. The other heroes are all assumed to fight with the armies of good against the Dragonarmies. This is an opportunity for the players to choose their favorite heroes from the saga and create their "dream team" for the closing chapter of the campaign.

A small party of heroes, no more than eight, must penetrate Neraka and try to foil the Queen's plans. This information, furnished by the gods of good themselves, should provide ample motivation for holding the party to a manageable size. Certain encounters during the adventure will prove difficult for larger groups of characters.

If they wish to take *all* of the heroes from the saga, you may want to remind them that a large group might be discovered where a small group can pass unnoticed, and many of the heroes will be needed on other fronts to lead the Whitestone Forces. Leave the final decision of the size of the party to the players, however.

WHAT'S NEXT?

The heroes' perilous journey comes to completion into **Chapter 13: Triumph**, with the opening scene **Storm Clouds over Neraka**. The heroes will reach their ultimate goal of invading the dark heart of the Dragon Empire, but will they be successful in the end?

CHAPTER THIRTEEN: TRIUMPH

Tanis lifted his gaze to the magnificent platform that had remained empty throughout the proceedings. Empty until now. His blood congealed in his veins, his breath nearly stopped again. Takhisis, Queen of Darkness, had entered the Hall of Audience.

Other names she had upon Krynn. Dragonqueen she was called in elven; Nilat the Corrupter, to the barbarians of the Plains; Tamex, the False Metal, so she was known in Thorbardin among the dwarves; Mai-tat, She of Many Faces was how they told of her in legends among the sea-faring people of Ergoth. Queen of Many Colors and of None, the Knights of Solamnia called her; defeated by Huma, banished from the land, long ago.

*Takhisis, Queen of Darkness, had returned.
But not completely.*

Dragons of Spring Dawning

By Margaret Weis and Tracy Hickman

SYNOPSIS

The heroes have struggled to journey around the continent of Ansalon, and now their final goal lies before them. The heroes leave the Taman Busuk and make their way across the perilous Plains of Neraka to the heart of the Dragon Empire. Along the way, they have a chance encounter with the Hidden Light resistance, who give them helpful advice on entering the city and contacts to meet once they arrive. Then the heroes enter Neraka itself either by passing through the gates of the city or through the passages beneath. Once they arrive, they begin making plans to enter the Dark Queen's Temple and work toward their ultimate goal of ending the reign of the Dragon Empire.

THEMES

In this final chapter, the heroes will work to swing the scales of fate in their favor to triumph over the forces of darkness. The great armies of the Dragon Empire and the forces of Whitestone come together in a final confrontation. It will be up to the heroes to find their way into the Dark Queen's temple and destabilize the empire from within by foiling the Dark Queen's plan to enter into the world. In the end, sacrifice will prove to be the only key to victory.

ADVENTURE START

The adventure begins with the heroes leaving Godshome after meeting with the forces of the Whitestone Council and their long lost friends. By this time, the players should have decided which heroes they will take into Neraka and which will leave to assist Lord Gunthar's armies. All heroes should have advanced a level and now be at 13th level (for a party of eight heroes) or 15th level (for a party of four heroes); allow the players time to make adjustments to any heroes who were last played in *Dragons of Winter*.

You should have also determined how the epic will end. If for some reason this has not been determined yet, go to **Ending the Epic** on page 222 to determine what that might be. It must be decided before the heroes reach the Dark Queen's temple at the center of Neraka.

When you are ready to start with the adventure read or paraphrase the following and then proceed to **The Nerakan Plains** on page 175.

You stand in a place of great sanctity, secluded in a hollow of the Khalkist Mountains. The valley around you is shaped like a bowl in the center of a region of craggy granite peaks. In the center of the bowl lies a circular, polished black surface. Even in the brightest daylight, the polished surface reflects the night sky of Krynn.

Your reflections, appears in the surface of the valley floor make it seem as if the surface is a mirror.

Looking above, you see your companions flying away on the backs of metallic dragons. As they diminish into the distance you turn your attention toward the east.

The Situation: There are two exits from Godshome, one leading to the northeast and one to the southeast. These are narrow tunnels through the rock cliffs surrounding the place. The tunnels are three feet in diameter, so most characters must pass through them on hands and knees.

Development: If the god Paladine is present as Fizban or Berem (as he will be in some endings), and he stands next to or upon the surface, his reflection is not visible. Instead, the constellation of Paladine appears among the stars seen there.

Both tunnels eventually let out into the same location to the east. Once the heroes have left the valley, proceed to the scene **Misted Vale** on page 177 in the Nerakan Plains.

THE NERAKAN PLAINS

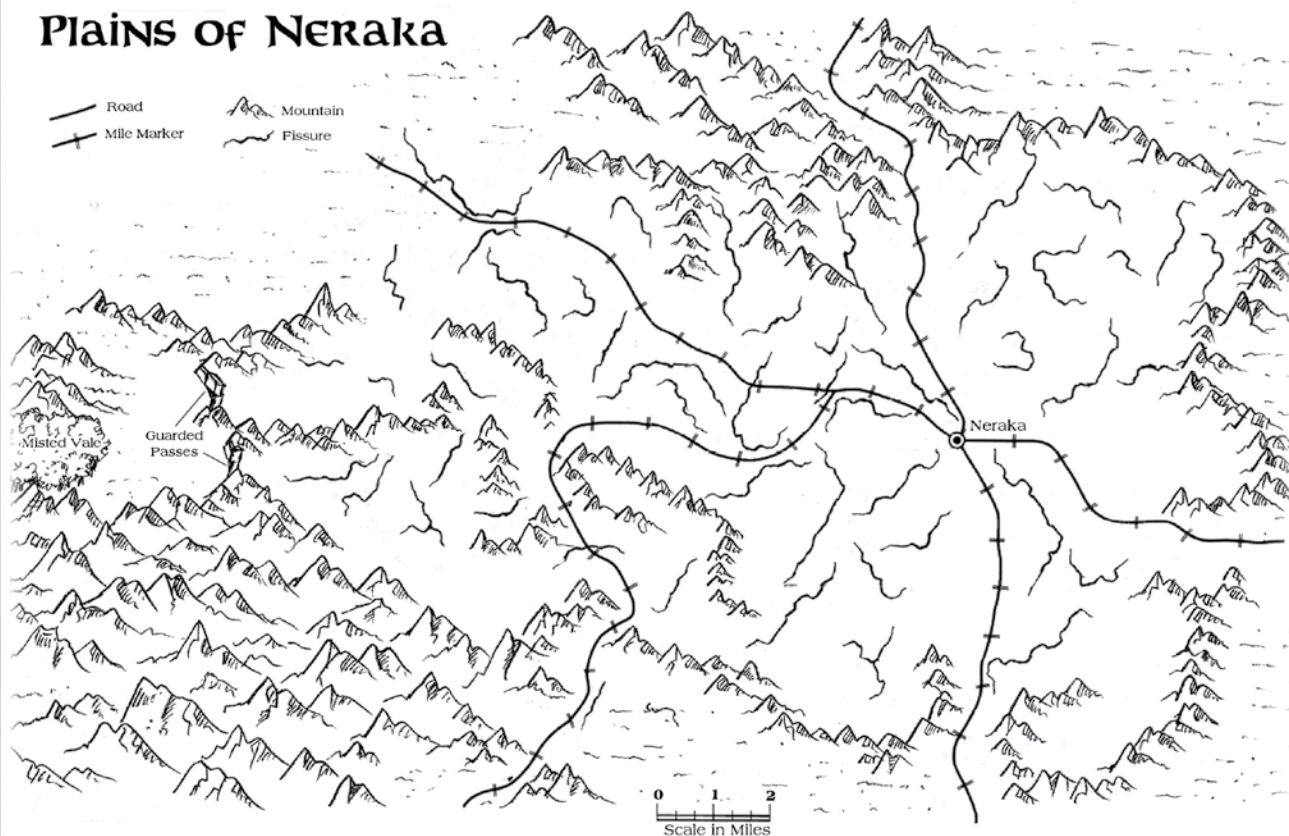
The Plains of Neraka lie between two branches of the Khalkist Mountains. The plains have hosted the forces of the Dark Queen since shortly after the Cataclysm struck. In the centuries that followed, Neraka bloomed and grew into a major city, with connections to far off places.

Most of the plains have remained in their wild and almost primeval state, despite the Dragonarmies building an extensive network of roads and bridges across the region.

The plains themselves are a quite unremarkable expanse of yellow-brown grass, spotted with the occasional stumpy tree or gaping fissure. From the ground, the plains look flat and uninteresting. It is only from the air that the full extent of the fractured land may be seen.

For mile upon mile in all directions cracks and fissures of varying sizes cover the landscape. The odd column of steam or vapor that rises up through the fissures hints at the turbulent geological forces at work beneath the surface.

Plains of Neraka



TRAVELING THROUGH THE NERAKAN PLAINS

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); Desert plains terrain and Weather (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*).

When crossing the Plains of Neraka the heroes will have to make camp in a number of different locations. Scenes have been provided for the journey under the sections of **Things that Happen Over the Nerakan Plains** on page 179 or **Things that Happen Under the Nerakan Plains** on page 183 depending on how the heroes choose to travel. Random encounters can be added in between as you see fit.

WEATHER

Travelers through the plains should prepare for varying temperatures. During the day the heat can become oppressive and the plains hold little in the way of shelter or shade from it. The heat quickly fades with the setting sun, dropping the temperatures to below zero.

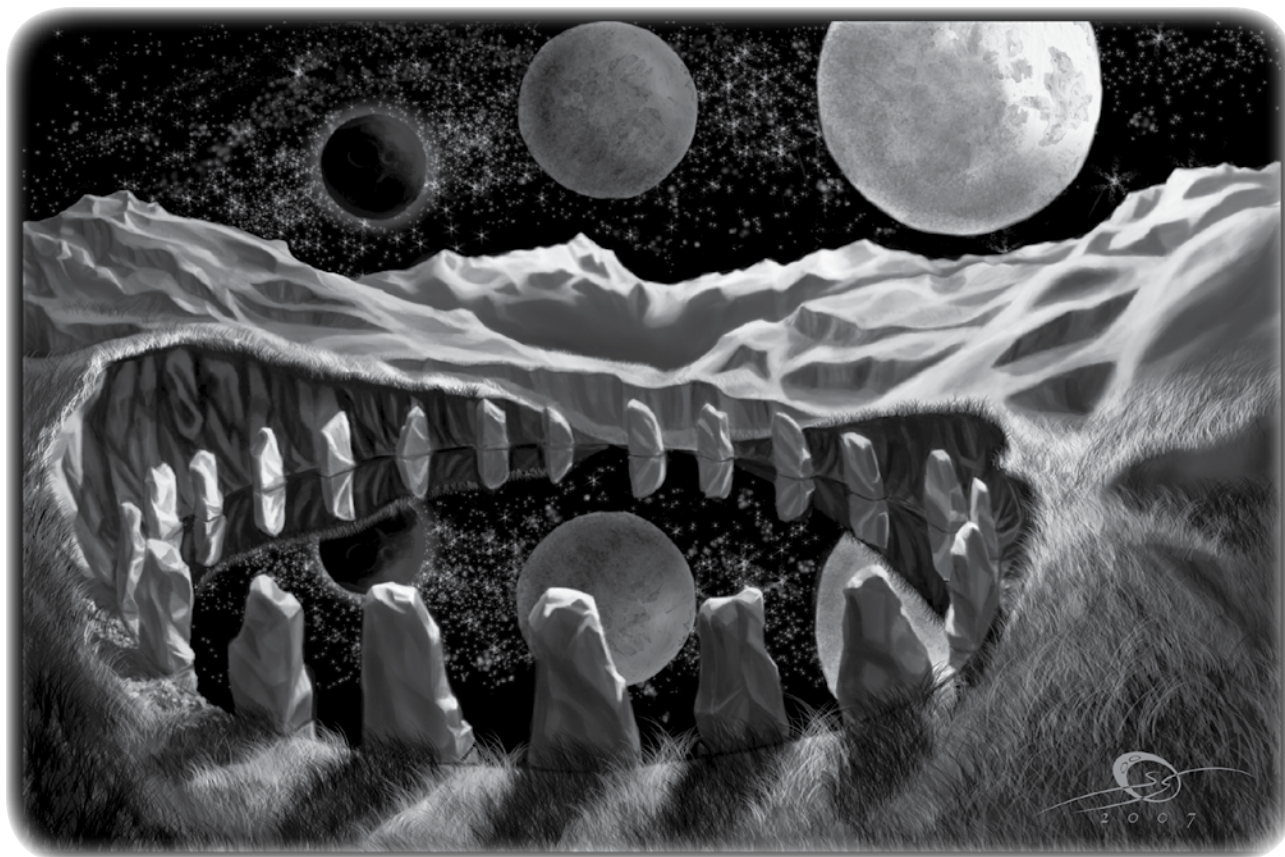
During the summer months the plains are regularly set ablaze, with raging wildfires sweeping across the plains, fed by the usually moderate winds that continually blow through the region. These winds cause sudden blizzards high up on the mountains where the caps have almost perpetual snow.

FLORA AND FAUNA

Hardy grasses, interspaced by scrubby oaks and forlorn sagebrushes, cover the majority of the plains. Lucky travelers may find some wild game on the plains, including some types of antelope and large flightless birds. Travelers should be careful when hunting in the tall grasses as large predators, such as lions and even some dire lions, favor them.

RANDOM ENCOUNTERS ON THE NERAKAN PLAINS

Check for an encounter every two hours; the chance of an encounter is 25% during the day and 30% during the night (increase this to 40% if the heroes light a campfire). All encounters come straight from the *Monster Manual*; there are no additional details. The Nerakan Plains are a dangerous place and even more so now that extraplanar beings have started to creep in and the Dragonarmy movements are disturbing the creatures that dwell there. If you are running the endings **Fizban vs. the Queen of Darkness** or **Berem Seals the Gate** make sure to keep track of the spells Fizban must cast or the damage Berem takes. Refer to **Ending the Epic** on page 222 for more information on this.



d%	Encounter	# Appearing	EL
01-08	1d4+4 achaierai	1d4+4	11-14
09-17	3 athaches	3	13
18-26	1 Abyssal basilisk	1	12
27-35	1 bodak	1	8
36-43	1 bulette	1	7
44-48	3 chaos beasts	3	11
49-53	1 delver	1	9
54-61	2 hellcats	2	10
62-68	Elder Fire Elemental	1	11
69-75	Ettin	4	11
76-83	Grey Render	1	8
84-91	Night Hag w/ Nightmare	1/1	10
92-00	Ogre Mage w/ Ogre Barb.	1/4	14

THINGS THAT HAPPEN ON THE NERAKAN PLAINS

It is a two-day journey to the center of the Dragon Empire across the Plains of Neraka. Listed below are a number of scenes that detail events that occur as the heroes travel above the plains or below them.

The journey begins as the heroes leave Godshome and enter the Misted Vale to the east. Then they travel to a guarded passes that lead into the heart of the plains. The

remaining scenes are split into **Things that Happen Over the Nerakan Plains** on page 179 and **Things that Happen Under the Nerakan Plains** on page 183.

Begin with the following three scenes in order: **Misted Vale**, **Guarded Pass**, and **Tunnel Entrance**. If the heroes explore the cavern of the third scene and decided to investigate the tunnels beneath the plains precede to **Things that Happen Under the Nerakan Plains**. If they do not explore it, precede to **Things that Happen Over the Nerakan Plains**. Each scene will explain when it is most appropriate to run it.

MISTED VALE

Read or paraphrase the following:

A fog creeps around you; it obscures your vision and makes even the scrubby oaks take on a threatening and disturbing appearance. Occasionally, strange sounds can be heard barely through the mists. Some of you swear you can hear elven voices singing hymns, which stir the heart; while others claim to hear muffled screams or shouting, making you feel on edge.

The Situation: The mists are under the control of the Gods of Good and are used to veil the paths to Godshome from those that the Gods deem unworthy. The mists are thick and clingy, reducing all visibility down to 20 feet. All creatures more than 10 feet away are considered to have concealment

(granting a 20% miss chance) and any creature more than 20 feet away has total cover (50% miss chance and no line of sight).

The mists are sanctified and charged with holy power. Within the mists, all good-aligned creatures receive a +2 sacred bonus to all attack rolls and saves made against evil creatures, spells, or effects, and to all turn undead checks. All neutral-aligned creatures are unaffected, and all evil creatures suffer a –2 sacred penalty to all attack rolls and saves made against good-aligned creatures, spells, or effects, and all rebuke undead checks.

While in the mists there is a 30% chance that a random encounter happens.

GUARDED PASS (EL 17 OR 20)

Read or paraphrase the following:

A great arched gate 30 feet in height, stands directly in your path, looming over the pass. Sticking out from the walls, some 20 feet up the sides, you can see great iron spikes. Making the gate seem even more impregnable is the large moat that stretches out before the base of the walls. You can clearly see a number of strange half-lion half-human guards, garbed in black chainmail and carrying spears, gathered around the drawbridge.

The Situation: There are only two such gatehouses on the main passes to Neraka, one in the North and South. Should the heroes wish to avoid the gatehouse by traveling cross-country around them, it adds a minimum of three days on to the heroes' journey time.

The gatehouse houses a large band of wemics used as guards, as well as many incorporeal undead, all under the watchful gaze of a lich. The lich is so ancient that it doesn't even recall who it was in life; now, it serves only Nuitari, and in so doing acts in the service of the Dark Queen as well. The lich is in a chamber high up in the walls of the gatehouse. The lich uses a crystal ball to *scry* the region around the gatehouse at all hours of the day or night.

Creatures: A contingent of wemics and a couple of hidden dread wraiths all under the control of a lich.

☞ **Lich:** hp 49, see page 293

☞ **Wemic fighters (4 or more):** hp 109 each, see page 299

☞ **Dread wraiths (2):** hp 104, see *Monster Manual*

Development: The gatehouse has four wemic fighters stationed about it initially. When the heroes approach the gatehouse, unless they purposefully attempt to try to hide themselves, the wemics notice them automatically. With a DC 20 Spot check the heroes will be able to spot the Dread Wraith as it glides back and forth along inside the wall and parts of it bleed through the stone.

If the heroes attempted to hide their approach, as long as the heroes are farther away from the gatehouse than 400 ft, the wemics fail to notice them. If the heroes are between 400 ft to 100 ft of the gatehouse, the lich stationed deep within the bowels of the gatehouse will *scry* them out within 10 rounds.

The wemics will wait until the heroes get to the gatehouse before stopping them, demanding to see the heroes Writ of Passage, and attempting to search the heroes' wagons (if they have any). If the heroes are *scryed* upon, the lich sends a wemic band out to the heroes.

If the heroes decide to use social skills, such as Bluff, to get them through the gatehouse they find that the wemics have an initial attitude of unfriendly. If the heroes have already disguised themselves in Dragonarmy armor or insignia, they gain a +2 circumstance bonus on the check. If the heroes have not disguised themselves as part of the Dragonarmy or are carrying something highly magical, such as a *dragonlance*, they gain a –2 circumstance penalty to the check.

Clever players could use such spells as *fly*, *invisibility*, or *teleport* to bypass the gatehouse. In general, any creature that can be seen moving on land or air will allow the wemics and the lich an opposed Spot check to notice them. If the heroes use such magic as *invisibility* they can pass through the gatehouse easily. The lich will only cast his *see invisibility* spell if he believes that there are unseen opponents nearby.

If the heroes decide to fight their way through the gatehouse, after five rounds the battle is joined by a dread wraith, which emerges from the very walls of the gatehouse, and another four wemics appear. Whenever the heroes seem to have defeated the wemics or dread wraith, the lich casts one of his *undead summoning VI* and *monster summoning VII* spells to send in reinforcements.

If the heroes are captured, they are thrown into the dungeons of the gatehouse, stripped of all armor and weapons. They are kept there until the next caravan arrives at the gatehouse. A caravan arrives at the gatehouse 1d10 hours after the heroes have been captured.

A squad of wemic guards and a dread wraith transfer the heroes to the caravan. The heroes each are manacled together (masterwork manacles, 10 hardness, 10 hit points, Break DC 28) and their possessions are given to the caravan as payment for taking the heroes across the plains to the dungeons of Neraka (proceed to **Caravan**, located in **Things that Happen Over the Nerakan Plains**).

Tactics: Both the wemics and dread wraiths are under orders to capture any rebels or other undesirables. As such, they will use non-lethal damage when attacking the heroes.

The wemics eagerly enter battle, relishing it, using their greatclubs. As soon as any other wemics join the battle, the incoming wemics form a parameter around the battling heroes, making attacks of opportunity against them whenever they can.

Not all of the wemics that are summoned will form this parameter; some of them will move to the gatehouse's battlements and use their ranged weapons to fire down on to the battle. The wemic archers pay little interest on who in the melee gets shot, friend or foe, and continue to fire until the heroes are captured or the wemics are defeated.

The lich will use his *crystal ball* until most of the heroes have either been captured or they have overcome the gatehouses defenders. If the wemics and dread wraiths defeat the heroes, the lich *teleports* down to them and gloats about the fate that awaits them in Neraka. If the heroes look like they will defeat the wemics and dread wraiths, the lich *teleports* away, leaving the gatehouse and any remaining defenders to their fates. If any of the heroes manage to scale

the walls and reach the chamber that the lich is in before the outcome looks certain, the lich battles any heroes it can reach before *teleporting* away three rounds later.

The spikes on the gatehouse walls are designed to hinder Large-sized creatures or bigger making charging attacks against it. The spikes grant any Medium-sized creature a +5 circumstance bonus to all Climb checks made to scale the gatehouse walls. Heroes that attempt the climb are targeted by the archer wemics, who suffer a -2-circumstance penalty to their attack rolls to strike the heroes due to the angle of the walls and the small cover that the spikes provide.

Heroes that slip while climbing will fall into the moat, suffering as much as 6d6 points of falling damage, depending on how far up the walls they were when they fell.

TUNNEL ENTRANCE (EL 12)

This is the entrance to the Nerakan underground passages, providing them a means of traveling across the Taman Busuk without being seen by overhead scouts, dragons, or other evil forces.

The Situation: The heroes are caught in a severe storm with lashing rain and howling winds. There are a number of fissures near the heroes that could offer some degree of cover, but only one that offers a safe and dry place to wait out the storm.

Creatures: Within the fissure, a roper lies in wait for its next meal.

☞ **Roper:** hp 85, see *Monster Manual*

Development: The sudden and unseasonably severe storm lashes the plains. The rain reduces all visibility by half and imposes a -4 circumstance penalty to all Listen, Spot, and Search checks, as well as to all ranged attacks to the heroes out in it.

If the heroes investigate the fissure in the rocks, they discover it opens into a fair-sized opening about 10 feet in diameter. All the way through the passage the heroes will see stalactites and stalagmites, which is helping to hide the roper. The heroes can hear the near constant sound of water dripping echoes through the passages, and concentrates into large still pools.

The light from the opening allows those heroes that enter the passage to see clearly for 20 feet. You should give the heroes an opportunity to spot the varied tracks on the passage floor. On a successful DC 22 Knowledge (dungeoneering) or Knowledge (nature) check the heroes discover the footprint of a variety of local animal life, as well as the prints of draconians and the footprints of a medium-sized humanoid (gully dwarves).

Should this encounter happen during either the dawn or the dusk, huge swarms of bats use this fissure to enter and exit their roosts. Any hero that is within the passage during this time finds himself overwhelmed by them flying in or out of the passage.

If the heroes search the passage they find that it opens into a variety of tunnels, which seem to lead deeper under the Nerakan Plains. If you wish you can proceed to the scene **Gully Dwarf Hideout** located under the **Things that Happen Under the Nerakan Plains**. If the heroes do not explore the caverns, continue with **Things that Happen Over the Nerakan Plains**.

THINGS THAT HAPPEN OVER THE NERAKAN PLAINS

Run the following scenes when appropriate if the heroes are traveling over the Nerakan plains, rather than taking the underground route.

GULLY DWARF HIDEOUT (EL 12)

This scene can be run at any time. Read or paraphrase the following:

A low growling sound emerges from behind a large nearby rock. The growling has a rhythmic quality to it, as if it is keeping time to a creature's deep breathing.

If the heroes investigate the growling they will discover the huddled form of a gully dwarf, curled up and sleeping soundly. This is the gully dwarf "lookit", Shugi. Should the heroes wake Shugi up, he spends a number of minutes pleading for his life, offering the heroes anything he can to save his life. A successful Diplomacy check will calm Shugi down and a successful Intimidate check will cower him into silence. If asked why he is here you can read or paraphrase the following:

Great Boofus—it all his fault! I try to stop him, but they no listen. Drag me along! Me no want to be bandit! Soon they go and rob everybody-me not go, unless they make me. Boofus so mean, we got to do what he say!

"You guys look out for Boofus! Him one mean gully dwarf—him rob you. Boofus is great bandit—scourge of Krynn, is him!"

Situation: The heroes come across a small creature, happily snoring loudly. The creature appears as a mass of miss-matched clothes and cast-off armor pieces, with coarse brown bristly hair sprouting out from under it.

☞ **Aghar Shugi:** 40 hp, see page 282

Development: If questioned by the heroes, Shugi can only vaguely inform the heroes of Dragonarmy movements out here on the plains, although he does say that Boofus would know more and could be persuaded to show the heroes to 'big Aghar bandit camp' (Diplomacy check DC 30).

Even without Shugi's assistance, finding the Aghar bandit camp is not taxing. A hero can make a Survival check DC 15 to follow the tracks left by the dwarves into a nearby tunnel and follow them back to the bandit camp.

If the heroes go to or are taken to the bandit camp proceed to the scene **Gully Dwarf Hideout** located under the **Things that Happen Under the Nerakan Plains**.

ARMY ENCAMPMENT (EL 9 TO 15)

This scene should be run only after the fourth day if the heroes are on still on the plains for that long.

Situation: The heroes' journey takes them to a Dragonarmy encampment. The encampment is surrounded by a ring of pickets that are about a quarter of a mile from the main campsite.

Each of the pickets is guarded by a combination of guards, depending on which Dragonarmy is moving through the region at that time.

1d12	Picket Guards	Dragon/Army	Number	EL range
1	Ogres	Young adult/Blue	1d6+2	13*/9-12**/14***
2-5	Humans	Young adult/Blue	1d6+2	13*/9-12**/14***
6	Baaz	Juvenile/Red	1d6+2	13*/9-12**/14***
7-10	Goblin	Juvenile/Red	1d6+6	13*/12-13**/15***
11	Kapak	None	1d6+6	12-13
12	Mixed	None	1d6+6	12-13

* EL for dragon with rider; ** EL for Dragonarmy without dragon and rider; *** EL for Dragonarmy with dragon with rider

Creatures: The pickets are manned by a variety of Dragonarmy fighters from evil humans to goblins and draconians. Each of them wears armor and insignia denoting the Dragonarmy to which they belong.

☞ **Dragonarmy ogres:** 72 hp, see page 292

☞ **Human warriors:** 72 hp, see page 293

☞ **Dragonarmy baaz:** 60 hp, see page 291

☞ **Dragonarmy goblins:** 51 hp, see page 292

☞ **Dragonarmy kapaks:** 31 hp, see page 292

☞ **Blue dragon scout:** 189 hp, see page 290

☞ **Red Dragon Scout:** 168 hp, see page 296

☞ **Red Dragonrider:** 115 hp, see page 296

☞ **Blue Dragonrider:** 85 hp, see page 289

Development: If the heroes get closer to the encampment, they see hundreds of tents, all arranged about the camp center. At the heart of the camp is a large and ornate tent, which is for the Dragonarmy Highmaster.

If the heroes are captured, they are stripped of their possessions and placed in manacles. They are brought into the center of the encampment where the Highmaster orders them taken to Neraka as slaves (precede to **Caravan**, located on page 181).

Tactics: This scene can be played in one of two ways, depending on how the heroes encounter it.

Dragon and Rider: If the heroes are out on the plains, beyond the picket guards, they run the risk of being seen by the dragon and rider patrols, which sweep the parameter of the encampment once every 20 minutes. Allow the heroes an opportunity to Spot the dragon, gaining a +2 circumstance bonus to spot a red dragon and a -2 circumstance penalty to spot the blue dragon.

If the heroes hide within one of the many fissures that dot the plains, the dragon and rider have no way to spot the heroes and fly passed them. If the heroes are not in a fissure and the dragon and rider are within 400 feet of them, the dragon automatically spots the heroes and approaches them.

The Dragonrider will demand that the heroes present any Writs of Passage or other documentation that would allow them to pass freely over the plains. If the heroes present such documentation, the dragons use their *mage hand* spell to grasp it and bring it to the Dragonrider to verify.

If the heroes successfully attempt to Bluff or use Diplomacy to pass the dragon (check DC 25), the dragon sneers at them but leaves them alone, returning to his patrol.

If the heroes fail the check, the dragon flies up into the air, moving off another 200 feet before firing his breath weapon up into the sky. This is a signal to any nearby picket guards. Once the signal is fired, the picket guards will appear within 4d6 rounds.

Before the picket guards arrive, the dragon flies about, trying to keep out of missile range as much as possible, only flying in to use his breath weapon. Should the heroes look like they are going to flee into a fissure, the dragon will either fly down and hover in front of that fissure or use his breath weapon to collapse it.

Once the picket guards arrive, the Dragonrider orders them to bring any remaining heroes in alive for questioning. All picket guards use non-lethal damage. If the heroes overcome the picket guards, or if the dragon suffers more than half his hit points in damage, or if the Dragonrider is slain, the dragon attempts to withdraw.

Picket Guards: The main encampment is ringed by a series of pickets or guard posts. These pickets are about a quarter-mile from the main encampment and usually have fewer guards in them.

Heroes that manage to sneak up close to the picket see all but two of the guards asleep, taking advantage of being far away from the Highlord's gaze.

There are a number of fissures close to the pickets that the heroes could use to sneak passed them and get closer to the main encampment. Successful DC 15 Move Silently and DC 15 Hide checks will allow the heroes to pass by without drawing attention.

If the picket guards are alerted to the heroes, only two of them are battle-ready, all of the others are automatically considered flat-footed and it takes those that normally carry shields one round to retrieve them.

OGRE HOME (EL 16)

This scene can be run at whatever time you think appropriate. Read or paraphrase the following:

You can see a group of stone huts, each crudely constructed and covered by reeking skins for a roof. Towards the center of the huts, a large rack hangs suspended above glowing, smokeless charcoals.

The Situation: The heroes come across a ramshackle collection of huts, all of which surround the only source of fresh water that the heroes have come across for a long while.

Creatures: A group of ogre veteran mercenaries.

☞ **Dragonarmy ogres (1d4+4):** hp 72, see page 292

Development: The ogres are instantly wary of all visitors to their camp, and have an unfriendly to hostile starting attitude. They will demand to see any official papers, such as a Writ of Passage or any other document from the Dragonarmy.

If the heroes cannot present some sort of official documents, or they appear in the camp not disguised as part of the Dragonarmy, the ogres attack the heroes, showing no mercy.

Treasure: A DC 15 Search check of the huts reveals several Large-sized suits of armor, weapons, and assorted Dragonarmy equipment. Heroes with the Craft (armorsmithing) can attempt to modify the suits to fit Medium-sized creatures with a DC 15 Craft (armorsmithing) check. Modifying the armor takes one hour per suit of armor. There are suits of armor for each of the five Dragonarmies.

GUARD POST (EL 10 TO 15)

Read or paraphrase the following:

A square stone building can be seen ahead of you, topped with a tall wooden tower. Your eyes spot the movement of the guards as they move constantly around the tower, watching the surrounding terrain.

This encounter can be run at whatever time the DM thinks it is appropriate.

The Situation: There are number of such towers dotted about the plains and all of them are identical. Each stone building is roughly 40 feet square and is a single story. There are no windows in the stone structure and it has two sturdy wooden doors. On the top of the stone stands a wooden tower, which is occupied with Dragonarmy forces at all times.

Creatures: A variety of Dragonarmy forces are stationed about the plains in the watchtowers. Roll 1d12 and consult the following table. This will generate the number as well as the type of Dragonarmy forces stationed within a tower, as well as the army to which they belong.

1d12	Picket Guards	Dragonarmy	Number	EL range
1	Baaz	White	1d6+10	13—14
2	Baaz	Green	1d6+10	13—14
3	Kapak	Red	1d6+10	13—14
4	Kapak	Blue	1d6+10	13—14
5	Bozak	Black	1d4+4	13—14
6	Sivak	Red	1d4+4	13—14
7	Ogre	Black	1d4+3	13—15
8	Hill giant	Green	1d4+2	10—13
9	Minotaurs	White	1d6+10	13—14
10	Humans	Red	1d6+10	13—14
11	Humans	Blue	1d6+10	13—14
12	Humans	White	1d6+10	13—14

- ∞ **Dragonarmy baaz (varies):** 60 hp each, see page 291
- ∞ **Dragonarmy kapak (varies):** 31 hp each, see page 292
- ∞ **Dragonarmy bozak (varies):** 45 hp each, see page 291
- ∞ **Sivak guards (varies):** 75 hp each, see page 297
- ∞ **Ogre guards (varies):** 90 hp each, see page 295
- ∞ **Hill giants (varies):** 102 hp each, see *Monster Manual*
- ∞ **Minotaur guards (varies):** 49 hp each, see page 294
- ∞ **Human warriors (varies):** 72 hp each, see page 293

Development: There are always at least two guards crewing the tower at all times. Should the guards spot anything, they give a blow on the horns that they carry. This brings all of the remaining guards out of the stone building. The tower guards then direct the ground guards in the direction of whatever has caused them to sound an alert.

Getting past the tower guards is no easy feat. There is little in the way of cover on the plains, although there are a number of deep fissures usually within 100 feet of any given tower.

Heroes that make use of the fissures can use them to sneak closer to the guard tower, but the fissure never allows heroes to circumvent them entirely. Within 5d10 feet of the end of the fissure, another fissure can be found. Heroes may be able to time themselves in order to dash from their current fissure to the new one, but you should allow the watching guards an opposed Spot and Listen check to discover one of the heroes.

Clever heroes may use such magic as *gust of wind* or similar magic to distract the guards, gaining a +5 circumstance bonus on their checks. Use of certain effects, such as *obscuring mist*, *fog cloud*, or *darkness*, unless cast at the correct time (such as nighttime for the *darkness* spell, or early morning for the *obscuring mist* spell); will automatically alert the guards to the heroes, but not their position.

Going around this tower safely will add a half a day to the heroes' journey.

CARAVAN (EL 8 TO 18)

Read or paraphrase the following if the heroes have been captured.

In the distance a long dust cloud can be seen, snaking its way toward you. As it nears, you see that it is one of the many caravans taking goods to the city of Neraka.

When the caravan is nearer to you, the guards that have been holding you prisoner smile in a nasty way as they talk about how much steel you will bring in the slave markets of Neraka.

Read or paraphrase the following if the heroes are encountering the caravan without being captured.

Across the flat expanse of the plains you can see the snaking cloud of the movement of creatures. The line of the creatures extends out into the distance, fading into the horizon. From the descriptions you heard, this must be one of the caravans that travels the plains bringing goods from all over Ansalon to Neraka.

This encounter can be run at whatever times the DM thinks it is appropriate and can be run more than once.

The Situation: The heroes have one of two ways. Either they have been captured in one of the previous encounters and sentenced to travel to Neraka to be questioned and sold into a life of slavery or worse, or they encounter one of the many caravans that traverse the plains bringing goods to the heart of the Dragonarmies.

Either way, roll 1d12 once for each column on the table below when you run this scene. This will determine the nature of the caravan encountered by the heroes, including the method of travel for the caravan, the goods carried, the size of the caravan and how many of what are guarding it.

The line of the caravan stretches out for quite a way, depending on the nature of the caravan. There is at least four times the reach of the individual creature between it and the creature before and behind it (thus a camel with a reach of 5 ft has a space of 20 ft between it and the next camel).

1d12	Method	Goods**	Size*	Guards	EL range
1	Foot (slaves)	Ale & beer	2d4	Baaz	8—12
2	Foot (bearers)	Wine	2d4	Baaz	8—12
3	Oxcart	Grain	3d6	Kapak	9—14
4	Mules	Fruit	3d6	Kapak	9—14
5	Horse drawn wagon	Vegetables	3d8	Goblin	9—15
6	Exotic animal (camel)	Dried meats	3d8	Goblin	9—15
7	Exotic animal (camel)	Oils	4d8	Goblin	10—17
8	Exotic animal (camel)	Weapons	4d8	Human	10—17
9	Exotic animal (camel)	Armors	4d10	Human	10—17
10	Exotic animal (elephant)	Spice	4d10	Human	10—17
11	Exotic animal (elephant)	Coffers	5d10	Ogre	11—18
12	Exotic animal (elephant)	Slaves	5d10	Ogre	11—18

* Indicates wagon, oxcarts, or guards; if animals multiply by 4; if slaves or bearers multiply by 10; ** multiply the size by 100 stl to determine the value of the goods

Creatures: A Dragonarmy caravan with a variable number of guards, animals, and goods.

- ☞ **Dragonarmy baaz (varies):** 60 hp each, see page 291
- ☞ **Dragonarmy kapak (varies):** 31 hp each, see page 292
- ☞ **Dragonarmy bozak (varies):** 45 hp each, see page 291
- ☞ **Dragonarmy goblin (varies):** 51 hp each, see page 292
- ☞ **Human warriors (varies):** 68 hp each, see page 293
- ☞ **Dragonarmy ogres (varies):** 72 hp each, see page 292
- ☞ **Ox (varies):** 36 hp, see 'Bison' in *Monster Manual*
- ☞ **Heavy horse (varies):** 19 hp, see *Monster Manual*
- ☞ **Mule (varies):** 22 hp each, see *Monster Manual*
- ☞ **Camel (varies):** 19 hp each, see *Monster Manual*
- ☞ **Elephant (varies):** 104 hp each, see *Monster Manual*
- ☞ **Bearer (varies):** 14 hp each, see page 289

Development: The manner in which the heroes find the caravan determines how this scene plays out. All animals that are in the caravan are not battle trained and must make a Will save DC 15 or become frightened if battle erupts within

20 feet of them. Such animals must make a Will save DC 15 check each round thereafter or flee from the battle for 1d6 minutes.

Captured: If the heroes have been captured, they remain prisoners of the caravan, stripped of their armor and weapons, for 4d6 hours. After that time the caravan they are in is attacked by a group of rebels, complete with some of the local prides of wemics. The rebels are lead by **Darallan Suebban** (N female nomadic human barbarian 10, see **Chapter 12: Truth**), who informs the heroes that she and her rebels have been watching their progress over the plains and when her spies informed her of their capture she launched a rescue mission for them. She also informs the heroes that she has used up all of her resources and people for this mission, so they had better be worth it, or “we’re all going to the Abyss!”

With the aid of the rebels, the heroes are freed within five rounds of the initial attack and depending on the size of the caravan, should be able to drive off any Dragonarmy forces and reclaim their possessions, as well as restock any provisions from the caravan store, if needed.

The rebels will round up any of the slaves or bearers that are in the caravan and usher them into one of the nearby fissures out of sight of any dragon patrol that might be in the area.

Encountered: If the heroes’ encounter one of the caravans on the roads to Neraka, they have a choice on how to deal with it. Initial spotting distance is 400 feet, and although the plains are flat, at that range the heroes have at least four or more rounds before the guards of the caravan can make Spot checks to see them, giving them more than enough time to hide in one of the many fissures.

Depending on the size of the caravan depends on how long the caravan takes to pass by where the heroes are (if they hide), taking anywhere up to three minutes to pass (averaging a walking speed of 40 feet per round).

As the caravan passes, unless the heroes are exposed in some fashion, the caravan has no chance to Spot the heroes. If the heroes are outside and above ground, the caravan is allowed a Spot check to see the heroes when it comes within 200 feet of them.

Hiddket the Slaver (NE nomad human expert 5) meets the heroes if they attempt to stop the caravan. Hiddket has an initial attitude of hostile unless the heroes can produce a Writ of Passage or some other official Dragonarmy document (his attitude changes to indifferent when such a document is produced).

As long as Hiddket isn’t alarmed, he will try to sell the heroes something from the caravan, at an extortionate amount (roughly four times the listed value from the *Player’s Handbook*). If he becomes alarmed or if the heroes cannot produce an official document, Hiddket orders the guards to attack the heroes while he attempts to flee using the fastest means possible.

THINGS THAT HAPPEN UNDER THE NERAKAN PLAINS

The following scenes take place in the tunnels that criss-cross the Nerakan underground.

GULLY DWARF HIDEOUT

The heroes stumble upon the home of a band of gully dwarf bandits. When the heroes reach the cavern, you may read or paraphrase the following:

The tunnel opens into a vast cavern. Phosphorescent fungus cast a soft green-yellow light in the cavern and hundreds of stone pillars can be seen spread throughout. Sputtering torches and a great bonfire illuminate a motley collection of gully dwarves.

Dirty clothes hang about on an assortment of lines, and several pairs of worn leather boots dry by the large fire.

The camp comprises many ragged tents, most of which seem to have no roofs nor much in the way of sides. The camp is located on the edge of an underground pool.

A gully dwarf emerges from the water, sputtering and cursing, while another stands on what looks like a diving board. Instead of facing out toward the water, the gully dwarf faces a larger gully dwarf behind him.

"Me not sleep on guard duty!" declares the gully dwarf on the diving board. "Me just rest eyes!"

"Liar!" cries the bigger one. "You sleep! Who know what could sneak up on Boofus while guards sleep?"

With that, the large gully dwarf kicks the other off the board and into the pool.

The Situation: This cavern is home to a band of gully dwarf bandits who use it as a hideout until they're ready to embark on their spree of robbery and conquest of Neraka and the world. A spree of terror is bound to happen any day now. Or at least that's what the leader of the group, Boofus, says. The gully dwarves live in the gathering of tents arrayed around the pool of water. Tents that lack either roof or sides and that are in very poor condition. A roaring bonfire is situated close to the edge of the pool and several pieces of clothing such as boots, trousers, and shirts can be seen lying around the bonfire.

When the heroes arrive in the cavern, Boofus is busy punishing his guards, each and every one of which fell asleep while on guard duty. He has the other dwarves step onto what looks like a diving board, one at a time. Then, after boldly proclaiming each dwarf's crimes, Boofus kicks him into the pool all the while jabbering on about discipline and loyalty. Boofus is very much afraid of the local predators, convinced that they consider gully dwarves to be quite tasteful. Heroes observing the scene see the other gully dwarves clamber out of the pool casting disgusted glances at their leader before they undress and place their clothes by the bonfire.

If the heroes make themselves known, the gully dwarves panic and scatter, jumping into their tents or back into the water or digging into the piles of refuse that litter the center of the cavern. Boofus, deathly afraid of water, scurries off

the diving board and dives behind a pile of refuse, angrily ordering one of his subjects to act as a living shield for him. Any gully dwarf approached by the heroes will do anything he can to flee from them. If cornered, he first grovels and begs and, if that doesn't help make the heroes disappear, he attacks, acting very much like a cornered rat.

Creatures: Boofus and his 27 robbers.

☞ **Boofus:** 56 hp, see page 282

☞ **Aghar Bandits (4):** 47 hp each, see page 289

Tactics: Gully dwarves have never been known for their combat prowess, and this gang of bandits is no exception. They are scared senseless by the sudden appearance of the heroes and only fight if cornered (and if begging and groveling doesn't help), using their fists. The only one of some measure of combat experience is the leader Boofus. If cornered, he wields his short sword with some skill but he flees as soon as he gets a chance. None of the gully dwarves aid their fellow bandits, instead opting to save their own hide.

Development: Boofus is afraid of water, so if the heroes manage to cut off Boofus' escape from the diving board, whatever tiny spark of resolve is left inside him vanishes, and the bandit leader agrees to talk with them. He doesn't really know terribly much, having been isolated from the world for months. However, he tells the heroes that the tunnel to the east leads to the Undercity of Neraka. He also tells the heroes about the "blooddrinker's" lair. The so-called blooddrinker is a vampire but Boofus doesn't know that.

THE WATERHOLE (EL 10)

The heroes come to a large cavern filled with water.

Unfortunately, four giant crocodiles lurk in the water. When they enter the cavern, you may read or paraphrase the following:

The cavern before you is massive, easily 100 feet across. A large pool of murky water covers the cavern floor and several tunnels lead away from the chamber.

The Situation: Several tunnels converge into this cavern which is filled by murky water. Because of the water and the many tunnels leading to the cavern, it serves as a waterhole for many of the creatures living in the tunnels.

Along the edges of the cavern, the water is only three feet deep and the heroes can move along the perimeter without having to swim through the water. However, 10 feet from the cavern walls the pool of water becomes a lot deeper, reaching eight feet in depth at the center. The murky water looks uninviting but it is drinkable.

The monstrous crocodiles living in the chamber can feel disturbances in the water and they attack as soon as anyone moves into the water, charging from the center of the pool.

Creatures: Four monstrous giant crocodiles.

☞ **Advanced giant crocodiles (4):** hp 108 each, see *Monster Manual*

Tactics: The crocodiles attack with their bite attack. If a crocodile scores a hit, it uses its Improved Grab ability to drag its opponent into the pool of water.

REBEL EXPLORERS (EL 16)

The heroes encounter a band of rebels.

The Situation: The brutal Dragon Empire has swept across Ansalon, dealing death and suffering in its bid to conquer the continent. Oppression and unspeakable crimes have all but broken the spirits of those oppressed. Fortunately, some people take up the battle against evil in whatever way they can. Bands of freedom fighters abound in and around the Plains of Neraka, stabbing at the Dragonarmies with hit-and-run tactics. The heroes encounter one such band.

Led by Maaya Frostfall, a beautiful red-haired half-elf warrior hailing from Tarsis, this band of freedom fighters, consisting of rangers and fighters, have been harassing Dragonarmy caravans for weeks, clashing repeatedly with the Dark Queen's minions. However, it has not been without cost; the band has been nearly halved since arriving in the region. They have now sought refuge in a cave to lick their wounds and to explore the tunnels. After all, this may present them with new options for their fight against the Dragonarmies.

When the heroes come within viewing distance of the two rangers keeping a lookout, roll Hide for both rangers. Regardless of the result of the skill checks, the rangers spot the heroes and one of them sneaks back to where the rest of the band is located to warn them of the heroes' approach while the other continues to observe them (roll Hide and Move Silently checks for the retreating ranger). If the heroes come within 60 feet of where the ranger is hiding, he retreats as well, requiring new skill checks.

If the heroes continue on the path that leads to the cave where the freedom fighters are located, they are approached by four of them. Two of them have their bows at the ready, arrows trained on the heroes. One of the two fighters, a red-haired woman dressed in white and green leather and carrying two swords in intricate scabbards, steps forward and presents herself as Maaya Frostfall.

Creatures: Maaya Frostfall and her band of freedom fighters, 12 in all.

☞ **Maaya Frostfall:** hp 100, see page 286

☞ **Rebel warriors (7):** hp 39 each, see page 296

☞ **Rebel rangers (5):** hp 27 each, see page 296

Tactics: If, at any point the freedom fighters are outnumbered by the heroes, they will flee back to the main group.

If they attack the main group of freedom fighters, the rebels attack with discipline, with the fighters moving into melee and the rangers keeping a distance and using the Precise Shot feat to shoot into the melee. The fighters form a line, making it more difficult for the heroes to reach the archers.

Maaya focuses her attacks on any hero who appears to be a leader. She puts her martial skills to good use, attacking with both swords.

Should communication between the two parties go sour, Maaya turns around and addresses her men as soon as she knows that combat is inevitable and uses her inspire confidence ability before ordering her men to attack.

Development: Unless the heroes wear Dragonarmy uniforms, in which case Maaya immediately orders her men to attack, the leader of the freedom fighters is friendly, if a bit wary. She invites the heroes to join her and her men in their

hideout. The rebels are friendly and very conversational. They listen eagerly to any war stories the heroes have to tell and tell some of their own.

If the heroes display an unusual degree of compassion such as using curative magic on wounded rebels (of which there are three, all victims of a kapak death throes), or if they're able to convince Maaya that they fight the same fight as the rebels, she is willing to share some secrets with them. This requires a DC 15 Diplomacy check. Once Maaya is satisfied that the heroes can be trusted, she tells them that Lute's Loot Pawnshop and the Inn of the Broken Shield are centers of underground activity. She also gives details about guard postings and she warns the heroes about the Nightwalk.

When the heroes make ready to leave the band of freedom fighters, Maaya offers them a place in her band, proclaiming that they would be a great boon to the band. She will not press the matter, though, as she understands that their business may be elsewhere.

THE CUBE'S ROOM (EL 10)

The heroes enter the domain of a gelatinous cube. As soon as they enter, you may read or paraphrase the following:

The tunnel ends in a large chamber dimly lit by phosphorescent fungus growing on the walls and the ceiling. Two tunnels lead away from the chamber.

The Situation: This cavern is little more than an intersection of three tunnels, one of which the heroes come from. It is 25 feet in diameter. A sentient gelatinous cube corrupted by mystic energies seeping from the Temple of Neraka has claimed the intersection as its lair and it has positioned itself five feet away from one of the tunnels, waiting for unwary travelers to walk into it—literally. There is a 33% chance that it has chosen the tunnel that the heroes come from. If it has chosen another tunnel, it moves to attack the heroes as soon as they enter the intersection.

When the heroes are able to see the intersection, allow them a Spot check (DC 20) to spot the few coins apparently floating in midair just inside the entrance to the intersection. If successful, any hero making a spot check notices that something is not quite right. Coins float in midair and the air seems a bit wobbly. If no one spots the gelatinous cube, the first hero to enter the intersection is automatically engulfed, unless the hero chooses to move along the edge of the intersection.

Creatures: A gargantuan fiendish gelatinous cube.

☞ **Advanced fiendish gelatinous cube:** hp 371, see page 288

Tactics: If the heroes don't spot the gelatinous cube, it automatically engulfs any character walking into it. If the heroes spot the cube, or if they somehow manage to avoid it, it moves to attack them with its slam attack. It uses its slam attack along with its smite good ability in the first round of combat. In subsequent rounds, it uses its engulf attack option.

Treasure: After years of scavenging through the tunnels under the Plains of Neraka, the gelatinous cube has absorbed a number of minor items and coins. In all, 1,240 stl, 75 gp, a ring of improved climbing, and a ring of evasion can be

found in the dead cube. Furthermore, a key is trapped in the cube as well. This key is a key to the iron grate from the blooddrinker's lair that leads into a passage to the Undercity of Neraka. It may prove very useful to the heroes if they reach the blooddrinker's lair.

CAVERNS OF FUNGUS (EL 16)

The heroes enter a bizarre cavern covered with mold and mushrooms. When they enter, you may read or paraphrase the following:

The tunnel opens into a huge and very bizarre chamber. Mushrooms, mold, and other kinds of fungus cover the entire cavern floor and lichens cling to the walls, shedding a phosphorescent light. A carpet of green mold covers the floor, making it seem almost as if you are walking through a field of grass.

The Situation: The cavern is indeed a spectacular sight with its incredibly varied array of mushrooms, molds, and other kinds of fungus. The soft light provided by the lichens clinging to the walls only adds to the strange beauty of the cavern.

However, this cavern is not without its dangers. A cluster of giant purple mushrooms. These mushrooms are shriekers. As soon as anyone moves within 10 feet of the shriekers, they start emitting a piercing sound that lasts for 1d3 rounds. While this in itself is harmless, it alerts the trolls living in a side cave in the southwest wall of the heroes' presence.

A terrible bloodthirsty troll with jet-black skin named Grak lives in this cavern with his six half-brothers. Grak led the trolls down here years ago and they've been a source of terror for many of the creatures living in the tunnels ever since, rampaging through the tunnels in a mad bloodlust. They are resting after their latest frenzy when the heroes enter the cave. If the shriekers emit their piercing shriek the trolls awake from their slumber and charge from the side cave.

The entrance to the trolls' cave is blocked by a clump of giant brown mushrooms. A Spot check (DC 15) is needed to spot the entrance. If the shriekers remain silent, the trolls are all in a deep sleep and do not notice the heroes until action is taken against them or anyone enters their cave, at which point each troll is allowed a Listen check (against the heroes' Move Silently check, if made) to see if they hear the heroes move around.

Creatures: The fiendish troll Grak and six troll barbarians.

☞ **Grak:** hp 162, see page 284

☞ **Troll barbarians (6):** hp 100 each, see page 298

☞ **Shriekers (4)** hp 11 each, see *Monster Manual*

Tactics: If the shriekers awaken the trolls, they immediately go into a rage and charge from the cave, attacking any hero they see. Not wanting to share the kill, each troll finds his own target and focuses on that enemy for the remainder of the battle or until the enemy is dead. All six of Grak's half-brothers will come to his aid, but not to each other's.

Grak attacks humans so that he can utilize his greatsword's bane special ability. He uses his smite good ability, which surrounds his blows with black smoke, in the first round of melee combat and he always uses Power Attack. The other trolls rend their enemies if they hit with both claw attacks.

LAIR OF THE BLOODDRINKER (EL 19)

As soon as the heroes enter this chamber, you may read or paraphrase the following:

The chamber before you looms high overhead and the floor falls away, forming a steep slope. Near the entrance rises a row of stalagmites, looking distinctly like the pipes of a gigantic organ.

The Situation: The cavern is nearly 1,000 feet in diameter with the ceiling towering 300 feet above the cavern's floor. The floor is very steep and it leads down to a circular area in the center of the cavern roughly 300 feet in diameter. Five coffins lie in the center of the cavern. These coffins belong to the blooddrinker mentioned by the gully dwarf Boofus, an ancient vampire and cleric of Sargonnas named Garail Kes-Filon, and his four servants.

Although he can barely remember it, Garail was once a nobleman. Well respected by his peers and loved by those under his protection, Garail lived in Ergoth with his wife and three boys. Tragically, Garail lost his wife and children; unknown assassins murdered them. Blind with rage and a burning desire to make the killers pay for their evil deeds, Garail turned to Sargonnas and the Red Condor answered.

Now, nearly a millennium after the murder of his family, Garail still hasn't found the assassins, even though he knows they're still alive. The ancient vampire has devised a plan to draw them out in the open. However, this plan requires that Garail conquer the Undercity of Neraka; a plan that recently suffered a major setback when Garail was defeated by a cabal of liches and was forced to flee the Undercity. He is now recuperating from the disastrous battle, planning his next move and dreaming of vengeance against the liches and his family's killers.

Garail has had permanent mental alarms placed on each entrance to his lair so he is awakened as soon as anyone enters the cave. When the alarm is triggered, Garail orders his 10 dread bats, gifts sent by Sargonnas himself, to attack the intruders. The wrathful avenger prepares for the impending battle, casting spells on himself. Under no circumstances will Garail and his servants communicate with the heroes.

Creatures: Garail Kes-Filon, his four clerics, and ten dread bats.

☞ **Garail Kes-Filon:** hp 100, see page 283

☞ **Vampire avengers (4):** hp 63 each, see page 299

☞ **Dread bats (10):** hp 49 each, see page 293

Tactics: Once their master has awakened them, the dread bats fly to intercept the heroes, attacking with their bite attack. They prefer to swarm around their enemies, several bats attacking the same target when it's possible.

Knowing that the dread bats have been dispatched to delay the intruders, the four vampire Sargonites cast spells such as *desecrate* and *bless* before drawing their greataxes.



They then drink their *invisibility* potions and wait until the heroes are within reasonable range before attacking. They do so with discipline, three attacking the heroes, focusing on divine spellcasters, if any are in the party, while the fourth casts *prayer*. He then uses his *dominate* ability on anyone carrying heavy armor and not currently engaged in combat against the other vampires, ordering the victim to attack his allies. The fourth vampire then attempts to grapple a character and, if successful, begins draining his opponent's blood.

Garail Kes-Filon casts *divine favor* on himself before entering melee. He makes use of Power Attack combined with his enemy of weakness ability. The first hero to attack Garail receives his full attention in the form of his focused wrath ability and he doesn't shift his focus until that hero is dead.

Development: At the far end of the chamber is a locked iron grate. Garail lost the key some time back and it ended up in a fiendish gelatinous cube. If the heroes found the key the grate can be opened with it. If not they will have to try another method.

Heavy Iron Grate: two inches thick, 10 Hardness, 60 hp, DC 25 Break, DC 30 Open Locks;

Treasure: Forced into a hasty retreat from the Undercity of Neraka, Garail had to leave most of his belongings behind. As such, there is not much of value in the cavern, aside from the equipment worn by the vampires. However, in Garail's coffin there is a small wooden box. The box contains three vials and a complete map of the passages of the Undercity. In all, the heroes can find the following: a +2 *unholy greataxe*, a +3 *breastplate*, four +1 *greataxes*, four sets of +1 *chainmail*, a *ring of protection* +2, a *potion of gaseous form*, a *potion of invisibility*, and a *potion of speed*.

LEAVING THE NERAKAN PLAINS

The city of Neraka lies ahead, the twisted shape of the Temple of Takhisis towering above the city walls. The heroes are about to enter the heart of the Dragon Empire and, depending on how they decide to enter the city, they're in for a hectic time. Without Dragonarmy uniforms or writs of passage, they will be stopped constantly by Dragonarmy patrols and certain sections of town will be off limits to the heroes. Unless they can find another way in. Because of this, you should make sure that the heroes are actually ready to enter the city. Planning ahead is vital here and having a good idea of what to expect (which naturally depends on the amount of information the heroes have received about the city) can save lives.

NERAKA

This is the religious center of the Dragon Empire. The Highlords meet at the looming Temple of Takhisis in the center of Neraka to determine policy under the watchful eye of the Queen of Darkness. All that is terrible and vile can be found here, and one must step with confidence and care to avoid trouble. Yet even among this foulness and decay are folk who are willing to aid the heroes...if those who are trustworthy can be found.

FEATURES OF NERAKA

The city is divided into three sections: the Outer City, the Inner City, and the Undercity. The Outer City refers to those streets and buildings that lie outside of the city's walls. Note

that one section of the city-the White Quarter next to the Main Gate-would normally be considered part of the Inner City, except that its wall remains incompleated. Thus, it is treated as part of the Outer City.

There are no restrictions on access to the Outer City. Nor is there any shortage of trouble when a group with the uniforms of one army strays into the quarter of another.

The Inner City refers to those buildings and streets that lie within the city's protecting walls. The only access to the Inner City is through the Main Gate or the gates in each of the army quarters.

The Undercity refers to the maze of twisting tunnels, caverns, sewers, and catacombs that spreads like a spider web beneath both the Outer and Inner Cities, and even connects to the dungeons of the Temple itself. The Undercity certainly offers one means of passing the guards at the gates. It also involves the risk of many horrible encounters.

PEOPLE TO MEET IN NERAKA

The following individuals are central figures in the city of Neraka. Use this information to guide you in handling any interaction with the heroes or to inform you of how they might be acting behind the scenes.

DRAGON EMPEROR ARIAKAS

LE male human wizard 5/fighter 2/knight of the Thorn 10/legendary tactician 3/Dragon Highlord 3

Ariakas is the personification of ambitious evil. A competent fighter in his younger days, he cast aside the study of combat when he discovered the pure evil of the Dark Queen. His life has since been dedicated to her service, and he has risen in power correspondingly.

Ariakas is the Highlord in command of the Red Dragonarmy. This is the most powerful of the five armies, and has been the most successful in its campaigns. Ariakas is governor of all lands taken by the his forces, including Nordmaar, Sanction, Abanasinia, Qualinesti, Tarsis, and portions of the Plains of Dust.

Ariakas is highest of the Dragon Highlords, and has been crowned Emperor of the Dragon Empire. He answers only to Takhisis herself. His power is immense, and this has led to the development of his only real weakness: arrogance. Ariakas is so confident of his supreme abilities that he has a tendency to be careless when estimating the strength of his enemies. He does not give them credit for their skills, and consequently his plans may contain flaws that clever opponents may capitalize upon.

HIGHLORD KITIARA UTH MATAR

NE female human fighter 10/dragon rider 3/Dragon Highlord 2

Kitiara is the Blue Lady of the Dragon Highlords. She commands the Blue Dragonarmy and rules over their conquered territories with a tempestuous hand. Her holdings include Estwilde, Solanthus, Throt, and Vingaard. Kitiara is the older sister of Caramon and Raistlin, assuming these Heroes of the Lance are in the campaign as the Protector and the Sage. She has a wild spirit and often goes through drastic mood swings in a short period of time. Her keen military

City of Neraka

0 Distance in Feet 3,000

White Quarter

Black Quarter



Green Quarter

Blue Quarter

Red Quarter

1. The Pen
2. Slaver Pens
3. The Pit
4. Hair of the Troll Tavern
5. Lute's Loot Pawnshop
6. Inn of the Broken Shield
7. Main Gate

8. Minor Gate
9. City Walls
10. Towers
11. Emperor's Court
12. Queen's Court
13. Temple Square
14. Arena of Death

SCM

NERAKA

 **Neraka (small city):** Magical; AL LE; 15,000 stl limit; Assets 8,235,000 stl; Population 10,976; Mixed (human 66%, draconian 19%, goblin 9%, dwarf 2%, ogre 2%, minotaur 1%, hill giant 1%)

Authority Figures: **Joras Gelt**, LE male human fighter 14 (Captain of the Nerakan Guard); **the Inquisitor**, LE male human cleric 12/inquisitor 5 (dark abbot of Takhisis in Neraka)

Important Characters: **Maelstrom**, CG male human barbarian 9 (Hidden Light contact); **Lute the Pawnbroker**, N male human master 13 (Hidden Light leader); **Talent Orren**, LG male human fighter 12 (Hidden Light high commander)

Nerakan Guard—the permanently stationed military unit charged with maintaining order and defending the area outside the Dark Temple. Joras Gelt is their captain (see above): warrior 10, warrior 9, warrior 8, warrior 7 (3), warrior 6 (6), warrior 5 (12), warrior 4 (33), warrior 3 (58), warrior 2 (110), warrior 1 (255).

Hidden Light—an underground resistance movement dedicated to challenging the rising power of the Queen of Darkness at the heart of the Dragon Empire. It is led by Talent Orren and Lute, the Pawnbroker (see above): expert 5, expert 4 (2), expert 3 (4), expert 2 (8), expert 1 (16), fighter 5, fighter 4, fighter 3, fighter 2 (2), fighter 1 (4), rogue 6, rogue 5 (2), rogue 4 (4), rogue 3 (8), rogue 2 (12), rogue 1 (15),

warrior 5, warrior 4 (6), warrior 3 (10), warrior 2 (20), warrior 1 (30).

Red Watch—the elite honor guard unit stationed in Neraka for the Dragon Emperor. It is composed exclusively of sivak draconians: fighter 7 (captain), fighter 6 (2), fighter 5 (4), fighter 4 (6), fighter 3 (8), fighter 2 (18), fighter 1 (38).

Blue Watch—the Blue Dragon Highlord's elite honor guard, composed exclusively of sivak draconians: fighter 6 (captain), fighter 5 (3), fighter 4 (5), fighter 3 (12), fighter 2 (18), fighter 1 (38).

Green Regiment—the elite honor guard unit stationed in Neraka for the Green Dragon Highlord. It is composed exclusively of kapaks: fighter 3/rogue 4 (captain), fighter 3/rogue 3 (2), fighter 2/rogue 3 (4), fighter 2/rogue 2 (8), fighter 1/rogue 2 (12), fighter 1/rogue 1 (24), rogue 1 (36).

Black Guard—the Black Dragon Highlord's elite honor guard, composed exclusively of bozaks: sorcerer 6 (captain), sorcerer 5 (2), sorcerer 4 (4), sorcerer 4 (6), sorcerer 2 (8), sorcerer 1 (18), fighter 5, fighter 4 (4), fighter 3 (6), fighter 2 (8), fighter 1 (18).

White Legion—the elite honor guard unit stationed in Neraka for the White Dragon Highlord. It is composed exclusively of kapaks: fighter 3/rogue 3 (captain), fighter 2/rogue 3 (2), fighter 2/rogue 2 (5), fighter 1/rogue 2 (10), fighter 1/rogue 1 (21), rogue 1 (38).

ability, a legacy from her warrior father, and her alliance with the blue dragon Skie, has helped her to rise through the Dragonarmy ranks swiftly.

Though Kitiara appears to remain calm and controlled during combat, she is a woman of strong passions. She is self-assured, independent, and full of vitality. She is motivated by a drive for power and is strongly competitive. She shows no mercy for those whom she has bested. She is vengeful and seeks to destroy those who anger her.

Kitiara made a conscious choice between good and evil, as she judged that her best chances of gaining the power she craved lay with the Dark Queen's forces. She reasons that others might see the logic in this as well. Since she was once a friend of many of the heroes, she will try to get them to join her if she has the opportunity. She is not easily fooled by lies.

Kitiara has made an unholy deal with the death knight, Lord Soth. She has promised him the soul of Laurana in return for his help in seating her on the Emperor's Throne. *Initial Attitude:* Unfriendly.

HIGHLORD LUCIEN OF TAKAR

Male half-ogre fighter 14/Dragon Highlord 2

Lucien is the commanding general of the Black Dragonarmy. A patient and competent man, he rose to power mainly through the mistakes, and subsequent

untimely deaths, of his superiors. Now that he controls his Dragonarmy, he is determined to avoid the mistakes that so often destroyed previous commanders.

His army holds sway over the regions of Zhakar, Blöde, and Goodlund. These regions are neither wealthy nor well populated, so Lucien's status is the lowest of the five Highlords. He has plans of improving this lowly position, but will wait until after the Whitestone forces have been defeated.

Lucien's cautious and patient nature has created his primary weakness as a commander: he never does anything aggressively. He will wait and plan so carefully that a disastrous failure is very unlikely. Usually this delay gives the Highlord's opponents ample time to escape.

Lucien is a short, swarthy half-ogre of indeterminate age. His eyes glitter with ambition, and his expression is usually curious and not unfriendly. *Initial Attitude:* Indifferent.

HIGHLORD SALAH-KHAN OF KHUR

LE male human ranger 5/assassin 10/Dragon Highlord 2

Salah-Khan is the Highlord of the Green Dragonarmy. A tall, muscular, bronze-skinned human of exceptional cunning and cruelty, Salah-Khan leads his army with dash and daring. As Khan of Khur and governor of Kern, he exacts a steady tribute from the downtrodden populations. Recent failed negotiations with ogre rebels has irritated the Highlord to no end and his people know that failure to pay means death.

Salah-Khan has won the respect of green dragonkind by his skilled battle planning and shrewd tactics. He generally fights in ways that maximize enemy casualties while minimizing his own. He offers his dragons the incentive of a free hand with the prisoners if they fight well.

The acid attack of dragons holds a peculiar fascination for Salah-Khan. He is constantly seeking creative ways to use acid and poisons for his own entertainment, and to the misfortune of his enemies and prisoners. Salah-Khan is bald, but wears a thin mustache that trails down to his chest. *Initial Attitude:* Unfriendly.

HIGHLORD TOEDE

LE male human fighter 5/rogue 4

Highlord Toede is the Dragon Highlord commanding the White Dragonarmy. He is undoubtedly the least able of the Highlords. He gained his rank by surviving when his superiors did not. He is a slothful, cowardly bully, full of bluster and threats when he has the upper hand. He whines and snivels pathetically around his superiors, however.

Toede possesses a crude cunning and is quick to escape when danger threatens him personally. When riding his dragon, however, he grows considerably bolder and may even take risks.

He prefers to protect himself, however, while weaving complicated plots that place him in no danger, and will be difficult to trace to him. He is a back stabber, and is quick to shift blame to others. He resents Kitiara and Ariakas above all others, and will gladly participate in a plot that could lead to their undoing. *Initial Attitude:* Indifferent.

LORD SOTH

LE male death knight human fighter 7/rogue knight 10

Soth was an ancient Lord Knight of Solamnia at Dargaard Keep. Through his own foolish acts he called a terrible doom upon himself and his associates, including his family and his loyal Knights.

Kitiara has recently drawn him from his dark broodings to join the war in the service of evil. She has promised the death knight the hand of Laurana, after their plans come to fruition, but Soth's infatuation with Kitiara is his real motivation. In the days before the Cataclysm, Lord Soth was a Knight of the Rose whose domains extended from Dargaard Keep well into both the Solamnic Plain to the west and Estwilde to the east. His guard of thirteen warrior Knights was fiercely loyal to him. Yet, Soth was troubled, for he was without an heir.

His desire for an heir became an obsession. The obsession grew as he spied a beautiful elven maiden passing through his domain. She was, he learned, a cleric on a pilgrimage to the Temple of Paladine at Istar.

In a complex and foul series of intrigues, he convinced the elven maiden to marry him, though his wife still lived. The Knight then murdered his first wife, and the elven maiden bore him a fine son. The maiden discovered his terrible deed and she prayed for a way her husband could be redeemed. She began to receive visions of the coming Cataclysm, so she sent her husband on a desperate errand to Istar, to stop the folly of the Kingpriest and redeem himself.

But three elven women stopped Soth on the road and hinted his elven lover was unfaithful while he was away. Overcome by jealousy he hastened back to Dargaard keep. He arrived just as the Cataclysm struck, He denounced his wife and did nothing to save her or his child.

Laurana reminds him painfully of that childlike bride, and thus Kitiara's promise has drawn him forth to join the war. *Initial Attitude:* Unfriendly.

THE INQUISITOR

LE male human cleric of Takhisis 12/inquisitor 5

The Inquisitor is a powerful cleric trapped in a diseased and loathsome body. He is hunchbacked, and most of his face has rotted away from an unknown disease. His mouth yields a constant stream of drool, and his speech is difficult to understand.

As the Dark Abbot of Takhisis, he is perhaps the cruelest man in the Dragon Empire. His favorite responsibility, that of interrogating prisoners in the depths of the Dark Queen's dungeon, suits him well. Although his magical abilities usually inform him of whether or not a prisoner tells the truth, the Inquisitor always finds an excuse to apply hot irons, splatterings of acid, or worse treatments to the unfortunate captive. While the torture is going on, the Inquisitor laughs and giggles insanely. The more the victim cries out, the greater his joy. *Initial Attitude:* Unfriendly.

JORAS GELT

LE male human fighter 14

Joras Gelt serves as the Captain of the Guard in Neraka. He is a precise and logical man who likes to run an orderly office and city. The disorder so rampant in Neraka is a source of great frustration to him. Obviously, the week the heroes arrive in Neraka is a particularly bad time for the Captain.

He is professional in his dealings to the extent that is possible, but loses his temper quickly when dealing with someone whom he perceives to be obstinate, unreasonable, or dangerous. Although not particularly religious, he tries to attend the Dark Rites regularly for form's sake. *Initial Attitude:* Indifferent.

MAELSTROM

CG male human barbarian 9

Maelstrom is the Hidden Light contact that most often communicates between the resistance forces in the city of Neraka itself and those in the plains and mountains beyond.

Maelstrom travels with impunity through the city, bearing papers stating that he is a mercenary for each of the five Dragonarmies. When accosted by guards, he shows them the papers of an army different from that of the guards who stop him.

Maelstrom is over six feet tall, and seems to be made of solid muscle. His black hair runs in a long bundle down his back; thick, bushy eyebrows glower above black eyes that burn with the fire of the true zealot. He is absolutely fearless in combat, and completely true to his friends and allies.

Maelstrom has a tremendous love of ale, and an enormous capacity for drinking it. He remains outwardly unaffected by virtually any amount of drink, and always seeks to persuade his companions to join him in raising a glass or three. *Initial Attitude:* Indifferent.

CALENDAR OF EVENTS

This timeline details the important events that occur in Neraka from the time the heroes leave Godshome to the time of the Second Council of the Highlords. Make sure to incorporate these events into the heroes' journey into the heart of the Dragon Empire.

Day One: As the day progresses, huge gray clouds collect over Neraka. By late afternoon, they blacken the sky over the city. Bolts of lightning flash through the clouds and are visible miles away.

Beneath the clouds, a torrential downpour showers the city and its immediate environs with water. Thunder crashes deafeningly from the clouds.

At night, the lightning illuminates the city so frequently that visibility should be considered as practically daylight.

Day Two: On midnight of the first day of the adventure, all of the dead buried beneath the city awaken and arise. A horrible mix of wailing, screaming, and moaning erupts from the sewer grates and other openings leading to the Undercity.

The dead gradually make their way to exits leading to the streets. This begins the first Nightwalk (see page 192). The Nightwalk is repeated each night until the Queen is defeated or achieves her ultimate success.

Day Three: Three hours after dawn on the third day of the adventure the gates of Neraka's Innercity are closed and closely guarded. Up until this point, members of all races and professions (merchants, pilgrims, mercenaries, etc.) have been allowed to pass unmolested through the gates of the city.

After the gates close, however, no one is allowed to pass through except those with a legitimate reason in the service of the Dark Queen. Characters attempting to do so must be officers in the Dragonarmies, or possess a signed order by an officer, or must be able to convince the guards that their mission serves the interests of the evil armies, but that the characters were unable to obtain a pass because of unusual circumstances.

All merchants of the Inner City are required to prepare for the coming armies by stockpiling as many goods as they can obtain. All private citizens are warned to remain in their homes or places of business. No movement into the streets is allowed unless permission has been granted by the Area Commander or the Captain of the Guard. This permission may be obtained by submitting a written request to the authorities via one of the guard patrols which now course through the city at frequent intervals.

Those caught in the streets without the required permission are taken directly to the Captain of the Guard.

At the same time as this event occurs, the Dark Temple is sealed. No entry is allowed, for whatever

reason, through the main gates. The Dark Pilgrims within the temple remain there for the duration of the adventure. The only legitimate entry and exit from the temple can occur at the Highlord gates, where each Highlord, and his or her retinue, are allowed to enter and leave for each of the Councils of Highlords.

The White Army and Green armies march onto the Neraka Plains headed for Neraka during Days two and three. Each army camps 2d6 miles from Neraka on the night of Day three.

Day Four: The White Army is due south of the city, while the Green camps to the southeast. The following day, the armies organize into long columns, each following the road leading to Neraka from the given direction. Each army reaches the city at Second Watch plus one hour for each mile of distance the army camped away from the city.

As the army draws near to the city, the troops raise their voices in a throbbing, husky marching song in a minor key. The dragonwing of the appropriate color, numbering about 24 dragons, soars back and forth over the column. Banners and pennants flutter, distinguishing each unit. Only those near the fronts of the columns are visible, as most of each column vanishes in a thick cloud of dust.

If the rainstorm still pounds Neraka, the half mile of roadway extending outward from the city becomes a sea of mud, delaying the arrival of the army at the city's outskirts by two hours.

As the army reaches the outskirts of the city, it splits into individual units, each of which forms an encampment near the walls of the outer city. Two hours after this, the troops are released into the city, and pour into the taverns and inns of Neraka for a night of revelry and carousing. Although these troops are concentrated in the white and green sections of the city, they spread out so that virtually all drinking establishments in Neraka have some customers this night.

Day Five: Following the pattern described in Day 4, the Black Army approaches Neraka from the northeast. The troops of the Black Army join their comrades in revelry on this night.

Day Six: The Red Army moves toward Neraka from the southwest, while the Blue comes down from the north. Unlike the other evil armies, the distance these camp from the city is not randomly determined. Instead, each army spends the night following Day five camped eight miles from the city.

This would normally put their arrival at Tenth Watch on Day six (Twelfth Watch if it is still raining).

However, when the two armies, with trumpets blaring and marching songs thrumming, reach the intersection 300 yards to the northwest of the city, a

CALENDAR OF EVENTS (CONT.)

massive traffic jam ensues. All order vanishes from the march, and numerous skirmishes erupt.

As the leaders attempt to restore order to the march, members of both armies surge through the Emperor's Gate into the city. For 1d8 minutes, this chaotic flow into the city continues unabated. Anyone passing into the city in the midst of this formation has only a 10% of being noticed by the gate guards.

These armies are eventually untangled and directed to their designated encampment areas.

By nightfall, the troops of the Red and Blue Armies join their comrades from the other three armies in a night of rabble-rousing that will approach riotous proportions.

At Sunset on Day 6 is the First Council of the Dragon Highlords occurs in the central chamber of the Dark Queen's temple. Refer to **Things the Happen in the Dark Queen's Temple** for more information on this event.

Day Seven: At an hour past dawn, ranking officers of the individual Dragonarmies start gathering their drunken troops. Officers and Nerakan guards search through the city rounding up delinquent officers and anyone wearing a Dragonarmy uniform locked up in the Pen is released to return to their fighting unit.

Each army marches south to engage the forces of the Whitestone Council. The White Dragonarmy under Lord Toede's command is the last to leave. For more information on this battle see the **Battle of Neraka** sidebar on page 217.

The Highlords return to Neraka by mid-afternoon to prepare for the Second Highlord Council to be held at Sunset. It is at this time that the Dark Queen is set to escape the Abyss and make her entrance into the world of Krynn.

LUTE THE PAWNBROKER

N male human master 13

Lute is one of the leaders of the Hidden Light resistance movement. He is short and thin, with an initially surly attitude toward strangers. He is extremely alert, and is always ready for action.

Lute hates the Dragon Empire with passion. He was formerly a merchant in Khur, and his family was killed during the invasion. He has since moved to Neraka to be near the source of his hatred, and vigorously works to shake the roots of evil power.

Although intelligent and somewhat cautious, his bitter anger occasionally causes him to take unnecessary risks. The troops that killed his family were draconians, and any time he catches a draconian alone, he attacks to kill the creature. Fortunately, he has not been caught...yet. *Initial Attitude:* Indifferent.

TALENT ORREN

LG male human fighter 12

Talent Orren is the high commander of the underground movement in Neraka. He is a quiet and unambitious man who has simply grown tired of the oppression he sees all around him. It is perhaps because of his obvious lack of personal ambition that the freedom fighters have rallied to him with unquestioned loyalty.

Talent is a bachelor, which is one reason that he feels comfortable risking his life as he does. Had he a family, he would be far too concerned with their welfare to risk endangering them. He selects men for dangerous jobs with this factor foremost in his mind, and thus his most loyal bodyguards and lieutenants are all men with no family attachments.

He is a very handsome man, with a thin mustache and long, flowing brown hair. He moves with a catlike grace, and could easily be mistaken for a high-level thief because of the silence of his walk and the natural stealth of his movements.

Talent is a responsible and cautious leader who will not risk the lives of his men in a long shot mission. If he is convinced that a truly mighty blow can be struck against the Dragon Empire, however, he will fully support such an attempt. He will need to hear all of the details of such a plan, however, and will generally put the operation to a vote. This is simply a formality, though, since the loyalty of his men is such that they would willingly follow him to the Abyss and back. *Initial Attitude:* Friendly.

NERAKA—OUTER CITY

The Outer City of Neraka refers to those buildings that are scattered outside of the city walls. There is no restriction to prevent people from entering the outer city other than the gathering armies that are beginning to surround the city. The Outer city is not highly patrolled and officers from different armies are known to mingle here.

FEATURES OF THE OUTER CITY

The streets in the Outer City are dirt avenues lined with wooden sidewalks. This allows foot traffic to avoid stepping into the seas of mud that these streets become during rainstorms—unless, of course, you need to cross the street.

GUARD POSTINGS

The guarding of Neraka's Outer City is a casual affair for the most part. Guards are encountered as indicated on the **Outer City Random Encounter Chart** on page 196, and for a short time in the city itself. After the gates to the Inner City close,

which occurs during the morning of Day three, guards are posted around the clock on all city walls and in all gatehouses facing the Outer City.

Guard postings last for eight-hour shifts, and all guards are changed at Early Watch, High Watch, and Last Watch every day. The exact makeup of guard contingents is described under the appropriate encounter area, either walls (see **NIC 7: Main Gate** page 198 under **Places to Visit in the Inner City**) or gatehouses (see **NIC 8: Gatehouses** page 198 under **Places to Visit in the Inner City**).

The procedure for the changing of the guards never varies. The new guard contingent marches to the post five minutes early. Both guard contingents remain at the post for the **Dark Rites** (see below). Then the relieved guards march away to their barracks.

The individual encounters list the vigilance of the guards as a percentage chance that they will detect individuals passing their posts. As the guards tire during their long shifts, the vigilance rating is modified accordingly:

Shift	Vigilance modifier
First 2 hours of Shift	No penalty
Middle 4 hours	–2 to Spot and Listen checks
Last 2 hours of Shift	–8 to Spot and Listen checks

DARK RITES

The Dark Rites involve all residents of Neraka swearing fealty to their Queen at regularly scheduled intervals. The Dark Rites occur at Early Watch, High Watch, and Last Watch of each day. The Dark Rites last for five minutes. The Dark Rites are announced by the banging of a large gong at the top of the tower central to the Dark Queen's Temple. The gong sounds three times, summoning all residents of Neraka to the Rites. Persons indoors step out onto the streets or plazas, and everyone looks at the tower.

Upon the tower, four groups of Dark Pilgrims face the directions of the compass, and lead the populace in an oath of fealty by reciting their allegiance in a unified chorus: "All hail Takhisis, Queen of Darkness, and mistress of the world!" The Dark Pilgrims then proceed through a ritual sermon in a forgotten tongue. The sermon never changes, but none other than clerics of the Dark Queen understand the words.

Although individuals ignoring the summons to the Dark Rites attract considerable attention, attendance is not enforced. Those sleeping or passed out are left unmolested, although regular failure to observe the rites leads to ostracism for any guilty officer or dark cleric in the Dragonarmy.

Neither the guards on the wall nor those in the streets devote their undivided attention to the tower during the rites. Vigilance for wall and gatehouse guards is normal while the rites go on.

NIGHTWALK (EL 21+)

The dead servants of the queen rise from their uneasy rests and walk the streets of Neraka, beginning at Darkwatch of Day one. Sensing the nearness of their release from torment, these spirits walk the streets of Neraka from Darkwatch until Deepwatch every night of the adventure.

The undead gather in each of the five districts of the city. The gates to the Inner City are opened and the undead wind their way slowly toward the temple. This advance takes one hour. At the temple walls, each procession reverses itself and the undead once again enter their realms in the Undercity.

The processions are accompanied by a host of wailings and screaming, as the undead spirits give vent to their frustrations.

The participants in the Nightwalk do not disturb anyone inside buildings, nor do they molest officers of the Dragonarmies who get out of the way of the procession. Any individuals of good alignment who are outside when the procession passes are attacked by the undead.

These undead are subject to normal turning by a cleric. They do not pursue their victims into buildings.

Each procession is made up of the following types of undead, marching in the order listed:

☞ **Lich**: hp 49, see page 293

☞ **Dread Wraiths (2)**: hp 104 each, see *Monster Manual*

☞ **Spectres (11)**: hp 45 each, see *Monster Manual*

☞ **Wraiths (16)**: hp 32 each, see *Monster Manual*

☞ **Wights (22)**: hp 25 each, see *Monster Manual*

☞ **Human Commoner Zombies (77)**: hp 16 each, see *Monster Manual*

☞ **Human Warrior Skeletons (222)**: hp 6 each, see *Monster Manual*

The undead of each type emerge from a different outdoor exit from the Undercity, in each district. Characters observing the start of the procession are thus able to discover one or more of the entrances to the Undercity in each district. The undead never emerge from an indoor entrance to the Undercity.

TAVERNS (AND RIBALDRY)

The taverns in the Outer City are almost all ramshackle wooden buildings with a cheap and well-used appearance. Generally the name of the establishment is displayed on a faded sign over the door. The name often reflects the color of the district in which the establishment is located (e.g., the Red Dragon, the White Shield, the Black Boot, etc.).

Any windows are broken. Furniture is invariably sturdy hardwood and is primitive in nature. The bartenders keep kegs and casks behind the bar and bottles of hard liquor in cabinets well out of the reach of thirsty patrons. Because of the influx of troops, prices are inflated to double those listed in the *Players Handbook*. All taverns have front and back entrances. The taverns are open around the clock.

Ribaldry: The periods of ribaldry begin with the arrival of the first Dragonarmies in Neraka, and continue every night for the duration of the adventure.

The ribaldry begins at Tenth Watch each day, and continues until the following dawn. During the periods of ribaldry, each taven in the district of a present Dragonarmy (White and Green the first night, Black added the next, etc.) is attended by 4d10 members of the troops of that army, in addition to all other customers indicated.

There is a chance that a fight might break out at any time during the periods of ribaldry. This chance is modified according to the hour of night. From Tenth Watch to Last Watch there is a 5% chance per hour of a brawl. From

Last Watch to Darkwatch there is a 10% chance and from Darkwatch to dawn there is a 20% chance of fight breaking out.

This chance is increased by 10% for members of every other Dragonarmy (besides the one controlling the district), which are present. If the heroes are not wearing any military uniforms, their presence increases the chance of a fight by an additional 10%.

Check 10 minutes after the heroes enter a tavern and then after each hour that they remain there. Bar brawls in Neraka are savage affairs, with weapons, spells, and special abilities all coming into play. Members of all different factions present invariably become involved.

Each faction sticks together and all other factions are considered enemies. The city guards arrive 2d6 rounds after a fight begins, emptying the bar quickly. Any brawlers apprehended by the guards are taken to **NOC 1: The Pen**. The guards always arrest members of other factions first, giving their own comrades time to escape.

If the heroes are not wearing the uniforms of the district's Dragonarmy, each character has a base 20% chance of being arrested in the general panic to escape the bar. Fighting with the guards' results in all present members of the district's Dragonarmy joining forces to slay the offender.

- ☞ **Watch officer:** 71 hp; see page 299
- ☞ **District Guard:** 62 hp; see page 291
- ☞ **Dragonarmy baaz (varies):** 60 hp; see page 291
- ☞ **Dragonarmy kapak (varies):** 31 hp; see page 292
- ☞ **Dragonarmy bozak (varies):** 45 hp; see page 291
- ☞ **Sivak guards (varies):** 75 hp; see page 297
- ☞ **Aurak (varies):** 76 hp; see *Dragonlance Campaign*

Setting

- ☞ **Ogre guards (varies):** 90 hp; see page 295
- ☞ **Minotaur guards (varies):** 49 hp; see page 294
- ☞ **Human warriors (varies):** 72 hp; see page 293

Inns

Inns are establishments where the heroes might be able to rent rooms for one night or several nights. In many cases, as shown on the map, an inn and a tavern are adjacent. Consider these establishments to be large buildings with both functions addressed.

An inn has a 90% chance of having room for the heroes before the district's Dragonarmy arrives, and a 25% chance thereafter. A room costs 1d4 stl per night, although the cost can be cut in half if the customer is willing to sleep on the floor in a communal room.

Food is always served, but again at double the prices listed in the *Players Handbook*. The residents of the inns generally try to leave each other alone.

ARMY CAMPS

These are established immediately following the arrival of the district's army. The camps are approximately double the size of the Outer City districts shown on the map and spread into the plains beyond Neraka.

The camps consist of canvas tents and are the sleeping quarters for the troops and noncommissioned officers of the Dragonarmies. The officers seek more comfortable quarters in town. Each Dragon Highlord usually has a large house in

the center of the camp in which he or she resides. During this adventure, however, the Highlords all stay at their quarters in the temple.

The camps are crowded with sleeping troops from Early Watch until High Watch. From High Watch until Tenth Watch, the camps are crowded with grumpy, hung-over troops. Starting at Tenth Watch, the troops move back into town for another night of carousing.

The camps are guarded with a casual assortment of pickets placed at 100-yard intervals about the perimeters. The status of these guards should be determined by a d6 roll: 1-2 = alert; 3-4 = asleep; 5-6 = have abandoned the post and gone into town.

The supply wagons and ammunition trains of each army are gathered in the center of each camp.

☞ **District Guards (varies):** 62 hp; see page 291

MARKET SQUARE

These are large, open plazas surrounded by dozens of little stalls. The stalls are not shown on the City of Neraka Map, but they are all around the perimeter of the open area. From dawn until shortly after High Watch, these stalls are locked and guard patrols frequently look in on the abandoned plazas. Starting at about Seventh Watch, and continuing until dawn, the stalls are opened and the goods within hawked for sale by the sleaziest collection of hucksters and salesmen ever gathered on Krynn.

Items for sale in the market squares include a tremendous variety of meats, fruits, vegetables, baked goods, candy, and exotic cuisine from the far corners of the world. Every variety of liquid refreshment, usually intoxicating, is available in quantities large or small. Animals both mundane and exotic are offered for sale, as are an amazing collection of worthless trinkets and military souvenirs. Pennants proudly proclaiming the various Dragonarmies, or announcing a victory at the yet-to-be-fought Battle of Neraka can be bought cheaply.

Herbs, spices, potions, and poisons are all advertised for sale. Potions generally go for about 100 stl, and there is a 50% chance that they do not perform as claimed. The water in a potion bottle always carries at least a mild enchantment, so a *detect magic* does not reveal the potion to be worthless.

If a potion is determined to be other than what is claimed, it may be poison (10%), another randomly determined type of potion (30%), or simply mildly enchanted water (60%).

Barter is the name of the game in the market squares. All merchants start out asking at least five times what they figure they can get for their wares; only skillful bargaining will bring them down to a standard price.

DARK CHURCHES (EL 12-17)

These are small temples devoted to the worship of the Queen of Darkness. Each is a small stone building with a courtyard in front enclosed by a low stonewall. Multicolored tapestries hang outside and inside the temples, displaying images of all five types of evil dragons. The banners of whichever quarter the temple occupies are given a prominent position.

Each temple is staffed by 2d6 Dark Pilgrims. The pilgrims do a brisk business in “prayers for hire.” Troops and officers of the Dragonarmies frequently visit the temples and pay one stl for a blessing that will supposedly increase their chances of surviving an upcoming battle.

Other treatments, such as removing or placing curses, cure light wounds, and other small enchantments, are available for a steeper price. Usually 4d10 stl is asked for services in this category.

☞ **Dark Pilgrim (varies):** hp 49, see page 290.

Development: Any visitors who arouse the suspicions of the Dark Pilgrims are secretly examined with a *detect good* spell. If the visitors are discovered to be of strongly good alignment, a secret messenger is sent for the area guards.

The guards arrive 3d6 rounds later, and until then the Dark Pilgrims attempt to delay the departure of the good visitors.

MERCHANT AND CRAFTSMAN SHOPS

A vast assortment of merchant shops lines the streets of Neraka. As with most other costs, the prices of goods and services is approximately double what might be expected.

Goods purchased in a shop are much less subject to barter than those found on the Market Square.

GUARDHOUSE

A guardhouse is always garrisoned by the Dragonarmy in whose district it is located. (For the number and type of troops in each detachment, consult the Garrison Table.) A watch officer is always present to command the detachment. Each guardhouse is a sturdy stone building and contains a waiting room, two interrogation rooms, four cells, an office (for the officer), and a ready room for the troops on duty there.

Creatures: Each guardhouse is staffed by three detachments of troops, unless a detachment is out in response to a call. If the Dark Pilgrims at a Dark Church call for help, a detachment is sent. Likewise, if a brawl breaks out in a bar, one of the detachments rushes to arrest the troublemakers. At least one detachment always remains in the guardhouse.

☞ **Watch officer:** hp 71, see page 299.

The cells are only used to hold prisoners whom the officers think are worthy of the attentions of the Inquisitor or an appropriate Highlord. Troublemakers, drunks, and rowdies are immediately sent off to **NOC 1: The Pen**.

d8	Garrison	Number
1	Baaz	3d6
2	Kapaks	2d8
3	Bozak	2d6
4	Sivak	2d6
5	Ogres	2d6
6	Hill giants	2d4
7	Minotaurs	2d6
8	Human warriors	3d6

Roll 1d8 on the Garrison Table three times to determine the nature of the three detachments at a given guardhouse. The first detachment rolled is the one that is always present at the guardhouse. Roll 1d8 to determine if either of the others are currently busy quelling some disorder: 1-5: all three are present; 6-7: the third detachment rolled is absent; 8: the second and third detachments are absent. If the heroes have created a diversion that has drawn a detachment away, then the third detachment is absent, and on a 6-8 the second is also busy.

ENTRANCES TO UNDERCITY

These are two main types of entrances into the Undercity: outdoor and indoor entrances. They are never obvious to passersby. Outdoor entrances are almost always through secret trapdoors concealed in the wooden sidewalks of the Outer City.

Outdoor entrances to the Undercity that are located in Neraka's Inner City generally use the sewer grates that line the city streets. The grates swing easily upward. The grates have a locking catch underneath, so simply pulling up on a grate does not release it. A successful DC 20 Open Locks is required to release the catch.

Indoor entrances are concealed beneath floorboards, or under rugs, tables, or beds. These can be uncovered with a DC 20 Search check.

A third entrance is through a passage from the Plains of Neraka through the **Lair of the Bloodrinker**. This entrance is marked on the map of the Undercity and enters the Undercity from the west.

WAREHOUSE AND STORAGE BINS

These buildings contain the vast stockpiles of supplies that have been gathered to support the Dragonarmies. The caravans that continue to arrive in Neraka bring additional quantities of goods, which are immediately carried to an empty warehouse for storage.

The buildings are all made of stone block with heavy wooden doors and each door is securely locked.

Walls: Reinforced masonry, 1 foot thick, 8 hardness, 180 hp;

Strong Wooden Doors: 2 inch thick, 5 hardness, 30 hp, DC 25 break, locked with good lock (DC 30);

PLACES TO VISIT IN THE OUTER CITY

The following entries correspond to keyed locations on the map of Neraka.

NOC 1: THE PEN (EL 17)

This is the holding tank for troops and citizens who get too rowdy in Neraka, and then make the ultimate mistake of not outrunning the guards. Such unfortunates are brought to the pen and thrown in.

Food and shelter are not provided in the pen, since most prisoners enjoy only brief stays. Several rusty iron troughs offer what passes for drinking water—only to an extremely thirsty character!

Prisoners remain here until their unit commanders arrive to bail them out, which is usually within a day or two. If the imprisoned is a private citizen, arrangements for bail must be made with the Penkeeper (NE male nomad human rogue 11).

Bail in this case costs everything the imprisoned character has upon his or her person (as revealed by a thorough search), and whatever the Penkeeper feels he can get for the person's life. If money must be fetched from a location in Neraka, the accused is held and guards from the Pen venture into town to collect.

The Penkeeper returns weapons and armor to released prisoners, but he keeps money, gems, potions, and other valuables.

A 30-foot-high wooden fence encloses the pen. The perimeter beyond the fence is guarded by regular patrols of guard detachments from the Green Dragonarmy.

A secret door in the south end of the fence, uncovered with a DC 25 Search check, allows passage to the outside world. Characters passing through it during daylight are certainly seen by the perimeter guards. At night, there is a base 50% chance that escapees are spotted. Increase this chance by 10% for every individual over eight in the escaping party.

☞ **Penkeeper:** hp 65, see page 295.

☞ **Nerakan Guards (10):** hp 79, see page 295.

Development: If the heroes remain in the pen for two days, or if it is Day seven of the adventure, a scruffy looking human mercenary approaches them with an offer to show the way out, for a price. He negotiates for whatever he thinks he can get from the heroes, and then shows them the secret door.

The Penkeeper's hut is a small wooden building near the northern edge of the pen's perimeter. In here, the Penkeeper has collected 500 stl, four *potions of cure moderate wounds*, a *potion of bull strength*, and a *potion of barkskin* +5. All of these possessions are locked in an iron strongbox under his bed (DC 25 Open Locks to open). The Penkeeper keeps the key to the box on his belt at all times, and the box is trapped with dragon bile poison.

Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (greenblood oil, DC 13 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16.

POC 2: SLAVER PENS (EL 18, 19 OR 20)

The occupants of these cells stay here in abject hopelessness, waiting to be purchased by officers in the Dragonarmy, wealthy merchants, or shop owners looking for cheap labor.

Creatures: The Slavemaster controls the slaver pens with the help of his ogre slavers.

☞ **Slave master (2, 3, or 4):** hp 134, see page 297.

☞ **Ogre Slavers (2, 3, or 4):** hp 114, see page 295.

Development: The slaver pens are actually holes in the ground over which heavy bars have been laid. Prospective purchasers walk above the cages on catwalks, looking down at the Slavemaster's wares.

Slaves are segregated by sex and age, with men of various ages kept in a variety of cages, and likewise with women. The youngest slaves are about 15 years of age, and any of middle age or older are summarily disposed of, as their marketability is virtually nil.

A strong young man or attractive young woman costs about 150 stl, while the less desirable slaves can be purchased for a third of that. This is truly a sad and very nearly hopeless place; perhaps nowhere else is the evil behind the Dragon Empire so brazenly displayed.

POC 3: THE PIT

This is a deep hole in the ground where the bodies of dead humans, draconians, ogres, and creatures of all varieties are unceremoniously tossed to rot and decay.

Development: The stench is vile. Any character coming within 20 feet of the pit must make a DC 28 Fortitude save or become nauseated for 1d4 rounds while they fall back, gasping and choking. Characters who do reach the edge of the pit must make a DC 30 Fortitude save or become nauseous for 1d6+5 minutes.

POC 4: HAIR OF THE TROLL TAVERN

This inn, located in the Green Army district, resembles other Nerakan inns in all respects except one: it is the favored watering hole of Maelstrom, the freedom fighter who serves as liaison between the Hidden Light forces in Neraka and those in the countryside.

If the heroes visit the Hair of the Troll Tavern looking for Maelstrom, proceed to the scene **Maelstrom's Advice** in the **Things that Happen in the Outer City** section.

POC 5: LUTE'S LOOT PAWNSHOP

This little store in the Red Army's district is one of the centers of activity for the Hidden Light—the underground movement that seeks to undermine the power of the Queen of Darkness.

The shop looks like most of the buildings in this district built of wood with a thatch roof. A faded wooden sign above the door displays the image of a lute with a bag of coins laying next to it. A small window lines the front; a mesh of iron bars and dirt obscures various items that have been laid out on a table in front of the window inside.

The inside of the shop is well kept, various large objects, to old piece of art and the like, are tied down with thin strips of leather. A bell above the door alerts the owner when someone has entered.

If the heroes seek out this pawnshop to speak with owner go to the scene **Lute's Luck** under the **Things that Happen in the Outer City**.

POC 6: INN OF THE BROKEN SHIELD

This inn looks like nearly any other tavern in the Outer City, except that there is always a large crowd of human laborers present in addition to other groups. All but a few of its patrons would be surprised to learn that this inn is the center of underground resistance in Neraka. The owner of the establishment is a man by the name of Talent Orren. If the heroes visit this inn and say, "Maelstrom sent us." Go to the scene **Talent's Help** under the **Things that Happen in the Outer City** section.

RANDOM ENCOUNTERS IN THE OUTER CITY

CAT AND MOUSE (EL 13+)

The heroes could have a number of encounters within the Outer City or the Inner City, but the random encounters should all have a single theme of the Dragonarmy looking for rebels and the heroes (if they are known to have entered the city that is.)

The **Cat and Mouse** encounter can be played multiple times, each time that it is played beyond the initial time the encounter becomes more perilous to the heroes. There is a 10% base chance per watch shift that the heroes are within a district of the Inner City or part of the Outer City that has a surprise security sweep.

The Dragonarmy patrol that performs the sweep will not initially be looking specifically for the heroes, although if the heroes arrived in Neraka as part of a caravan under arrest and have subsequently escape, they could well be looking for the rogue slaves.

The Dragonarmy patrol searches each block or section of road, stopping all creatures from entering or exiting the area until they are checked. The exceptions to this checking are beasts that are not pulling carts or bearing goods, dragons with dragon riders, watch officers and priests. Heroes that have disguises such as any of these can slip passed the check without undo attention to themselves.

The base chance for this check is modified as followed.

Modifying factor	Encounter modifier
If the heroes are currently disguised	−10
If the heroes arrives as slave or prisoners	+15
Each time the encounter is played beyond the initial time	+10
Heroes have used Bluff or Diplomacy to get through a previous encounter without resorting to fighting	−15
Heroes used force to get through a previous encounter	+10
Heroes arrived in Neraka without being prisoners or slaves	−15
Heroes have met the Hidden Light members in the city	−5
Heroes have not yet met the Hidden Light members in the city	+5
Each battle the heroes have had while in Neraka	+5

Each of the Dragonarmy patrols is roughly the same. Initially the patrol consists of a watch officer and four district guards. Each time that the encounter is run an additional patrol joins the original patrol (thus, if this encounter is run for the fourth time, there would be a patrol of four watch officers and 16 district guards and it would have an effective level (EL) of 16).

☞ **Watch officer (varies):** 71 hp; see page 299

☞ **District guards (varies):** 62 hp each; see page 291

THINGS THAT HAPPEN IN THE OUTER CITY

The following entries correspond to keyed locations on the map of Neraka.

MAELSTROM'S ADVICE

The heroes may decide to seek out Maelstrom at the Hair of the Troll Tavern. Maelstrom will only be found in the tavern after Ninth Watch. If the heroes ask the barkeep about Maelstrom before that, he will tell them to come back later. If they are posing as watch officers when they ask, Maelstrom will scout the place from outside for a while before entering.

If the heroes manage to catch Maelstrom in the tavern, read or paraphrase the following:

You are told that a burly human who sits by himself in the corner, drinking an enormous quantity of ale without being visibly affected, is Maelstrom. It appears that all the other patrons are giving the man a wide berth.

☞ **Maelstrom:** hp 93, see page 287.

Development: If approached by the heroes and convinced of their sincerity, Maelstrom will speak in hushed tones while occasionally yelling out loud or laughing about a second conversation, just to deceive anyone that may be attempting to listen.

Maelstrom will ask the heroes what their plans are. When he hears they want to enter the temple he thinks they're crazy, but will tell them that they can either slip in through one of the army gates, but that all are protected by magic. He says they may also want to try to approach from underground, as long as the walking dead don't bother them since the Undercity is full of them. He happens to know a place, Lute's Pawnshop in the Red Army district, that has a passage into the catacombs beneath the city that lead into the Dark Queen's Temple.

He will also recommend that they pay a visit to the Inn of the Broken Shield and tell the owner, Talent Orren, that Maelstrom sent them. He says if they say that, they will be guaranteed a hearty welcome.

LUTE'S LUCK

Read or paraphrase the following after the heroes have entered Lute's Pawnshop:

From a door in the back a small balding man with a wiry frame emerges. His dark skin and sharp features identify him as being Khurish in origin.

The man nods in a friendly manner and asks, "What sort of treasures are you looking to find to today my good people?"

The Situation: Lute is curious about the visitors. If he thinks they are associated with the Dragonarmy he is very formal with them. If they mention the Hidden Light he disavows any knowledge of it, but if the heroes mention

WHAT TALENT ORREN KNOWS

Use the following questions and answers as a guide for determining how Talent Orren may respond to the heroes inquiries.

MAELSTROM SAID YOU COULD HELP US?

“Well he is one of the few men that are left to be trusted in this gods-cursed city.”

WE NEED TO GET INTO THE TEMPLE CAN YOU HELP US?

“Well if you need assistance finding a way in, then yes I may be of some help. I have rough maps of the Undercity and the exterior of the Dark Queen’s temple.”

DO YOU KNOW HOW WELL PROTECTED THE GATES INTO THE TEMPLE ARE?

“I know that they have closed the gates to the inner city recently. The main gates of the temple always stay open, but those are trapped with dangerous magic, so I would not recommend trying an assault through the front gate.”

HOW DO YOU RECOMMEND WE PROCEED?

“I would suggest that you travel through the Undercity although it is inhabited by a legion of undead. However, every night at Darkwatch for two

hours the undead leave the Undercity and parade through the streets. You should be able to use that time to make your way to the temple dungeons.”

CAN YOU SEND SOME OF YOUR MEN WITH US?

“I won’t send my men into the temple. That building is not of this world and I won’t send good men or women into it, but I am willing to have them serve as a distraction while you make your way in.”

IS THERE ANY OTHER WAY YOU CAN HELP?

“I can supply you with arms or equipment, dragon army uniforms, forged official documents and passes that would allow you to travel through the Inner City and give you the right to be in the temple if you are asked.”

THANK YOU FOR YOUR ASSISTANCE.

“It is I who should be thanking you. I also feel the need to warn you that my sources have told me it is only a matter of days until the Dark Queen will force her way into our world. Her arrival coincides with the Highlord Council in just a few days. May the gods of light lead your way.”

Maelstrom or Talent Orren, Lute will take them to a room in the back and be much more forthcoming about his association with the rebel forces.

☞ **Lute the Pawnbroker:** hp 61, see page 286.

Development: Lute is a courageous little man who is ready to sacrifice his life to further his cause. If the heroes can convince him of their sincerity, he shows them the secret trapdoor in the floor of his shop leading to the Undercity of Neraka. He knows the underground route to the dungeons below the temple and to the meeting room under the Inn of the Broken Shield. He sketches out a crude map of these routes for the heroes, if they ask him to do so, but unless Diplomacy is used to shift his attitude to Helpful, he will not accompany the heroes.

TALENT’S HELP

If the heroes enter the Inn of the Broken Shield and say that Maelstrom sent them, read or paraphrase the following:

The common room of the inn is packed with men. Many of them appear to be hardworking men and women. You are greeted with a smile and a warm pat on the back. “Any friend of Maelstrom is welcome here.”

A tall, good-looking man with a thin dark mustache invites you to a table in the back of the common room behind a curtain and away from the general commotion.

“So, what news do you have from Maelstrom for me?”

The Situation: Talent Orren, the proprietor of the Broken Shield Inn, is the leader of the Hidden Light. The “laborers” seated around the common room are his most faithful followers and bodyguards.

☞ **Talent Orren:** hp 95, see page 288.

☞ **Hidden Light Resistance Fighter:** hp 55, see page 293.

Development: At first Talent assumes that the heroes are messengers for Maelstrom with important news of some sort. When the heroes reveal their true purpose Talent seems very glad to meet them. He has been looking at a way to strike out at the Dragonarmies, but now that the entire town is about to be surrounded by them, he had decided to hold off on any major offensives. He is not willing to risk his people needlessly. For more information on a conversation with Talent see the **What Talent Orren Knows** sidebar, above.

NERAKA—INNER CITY

Sheltered by the high walls of Neraka, the Inner City is somewhat different in character from its counterpart outside the walls. Although free travel is limited to watch officers and those with passes, the Inner City districts are nearly as busy as the regions of the Outer City—the Dragonarmies have many officers, and they generally visit establishments in the Inner City to avoid meeting the rabble that they command.

FEATURES OF THE INNER CITY

The quarters of the city, as defined by the various colors of Dragonarmies, continue through the Inner City and up to the temple itself. The streets in the Inner City are all paved with stone, and each has a drainage sewer running underneath it. Iron grates, spaced every 100 feet down the centers of the streets, drain water from the streets to the sewers below.

The Inner City has many of the same features as the Outer City with these differencing aspects:

Prices: Because the customers of Inner City establishments are army officers and wealthy citizens, the cost of all goods here is roughly four times the standard rates. This is double the rate of Outer City establishments.

Clientele: Watch officers are always accompanied by a bodyguard of elite troops. Each group of troops is accompanied by an officer. Roll 1d6 to determine the race of the officer: 1-4 = human; 5-6 = the same race as the troops.

The Queen's Way: This is the main street of the Inner City. It spirals around from its beginning, at the Main Gate, through two complete spiraling loops before coming to an end at the Temple Square. It is flanked by the city walls on either side and guard patrols diligently move through it, checking the papers of all they encounter. Double the frequency of random encounter checks while the heroes are on the Queen's Way.

PLACES TO VISIT IN THE INNER CITY

The following entries correspond to keyed locations on the map of Neraka.

NIC 7: MAIN GATE

A huge gatehouse to the northwest of the city surrounds a pair of massive iron gates, tightly closed. A heavy portcullis blocks access to the gates. A small door into the gatehouse seems to be the only open passage, and several guards stand before it, demanding papers from all who approach.

The Neraka's main gate is a fortress unto itself. The building towers nearly 100 feet above the surrounding streets. The small doors next to the gates open onto a hallway running the length of the building, leading from the Inner to the Outer City. If characters note the gate, they see many guards posted atop its walls. The area around the gate is lit by hundreds of torches at night.

There is a 30% chance per every 10 minutes that an officer passes through the door next to the gates. Observing characters who make a DC 25 Spot check notice that the officer is not asked to show papers.

The gatehouse is garrisoned by 100 troops from each of the five Dragonarmies (500 total).

These troops maintain barracks and mess halls within the gatehouse, and serve here for one-month shifts. All changes of guard postings occur within the gatehouse itself.

☞ **Watch officer:** hp 71, see page 299.

Development: The vigilance of the guards at the main gate is never lowered; non-invisible characters attempting to scale the wall here or sneak through the door are seen and accosted by the guards.

Any characters captured here are taken directly to the Captain of the Guard in the Inner City.

NIC 8: MINOR GATES

These gates allow passage from each district into the Inner City. Twin 60-foot-high towers flank each gate; the army of the respective district mans the gates.

Like the main gate, the minor gates are closed after Day two. Only a small wooden door allows passage between the Inner and Outer Cities.

Each minor gate is watched by three detachments of guards on duty at any given time. Roll on the Garrison Table below to determine the makeup of these detachments. One detachment guards the wooden door at ground level, checking the papers of all who pass (except watch officers). An officer is posted with this detachment; the other detachments are posted atop the two towers flanking the gate.

d12	Creature	Number	Army	Encounter EL
1	Baaz	3d6	White	8-14
2	Baaz	3d6	Green	8-14
3	Kapaks	2d8	Blue	8-14
4	Kapaks	2d6	Red	8-14
5	Bozak	2d6	Black	10-16
6	Sivak	2d6	Red	10-16
7	Ogres	2d6	Black	8-14
8	Hill Giants	2d4	Green	9-15
9	Minotaurs	2d6	White	8-14
10	Human	3d6	Red	8-14
11	Human	3d6	Blue	8-14
12	Human	3d6	White	8-14

☞ **Dragonarmy baaz (varies):** 60 hp; see page 291

☞ **Dragonarmy kapaks (varies):** 31 hp; see page 292

☞ **Bozak guards (varies):** 45 hp; see page 290

☞ **Sivak guards (varies):** 75 hp; see page 297

☞ **Ogre guards (varies):** 90 hp; see page 295

☞ **Hill Giant (varies):** 102 hp; see *Monster Manual*

☞ **Minotaur guards (varies):** 49 hp; see page 294

☞ **Human warriors (varies):** 68 hp; see page 293

Development: Unlike the main gate guards, these detachments live in the army camps. The relief guards march from the camps to the gates at every shift change.

NIC 9: CITY WALLS

Rising 40 feet above the ground and spiraling inward like a constricting snake, the city walls present a smooth, stone surface to any who would try to reach the Inner City (DC 25 climb check).

The walls rise to a stone parapet. A 10-footwide walkway runs along the top of each wall. A guardhouse is located every 100 yards. The guards move 50 yards out and back again from each guardhouse on an irregular basis.

☞ **Nerakan Guards (varies):** hp 79, see page 295.

Development: Characters attempting to slip across the top of the walls unnoticed stand a base 50% chance of being observed. This chance is doubled during daylight. The vigilance level of the guards can also modify the chance.

Shift	Vigilance modifier
First 2 hours of Shift	No penalty
Middle 4 hours	-10%
Last 2 hours of Shift	-25%
Heroes Received the blessings of the gods	-25%
Every Individual above 8	+10%

If the modified chance of discovery is 100% or more, the party is spotted. If it is less than 100%) roll 1d100 to determine whether or not they pass unseen.

NIC 10: TOWERS

Each of these towers lies astride the city wall. The towers are 60 feet tall and 40 feet wide, with an open platform on top surrounded by a waist-high parapet.

Each tower is garrisoned by a guard detachment, as explained in **NIC 8: Minor Gates**. The towers are hollow, with wooden stairways spiraling upward inside them. Two ground level doors lead into each tower and one door opens onto the wall on either side of the tower. The stairs end in a trap door that opens onto the roof of each tower.

NIC 11: EMPEROR'S COURT

This huge square directly behind the main gate is lined with galleries and reviewing stands. It is used for parades, festivals, and other pageantry. It sits astride the main street leading from the main gate to the temple, so it serves as a thoroughfare when not used for anything else.

The street begins to snake toward the temple underneath a huge stone arch in the southwestern wall of the court. To the southeast, an iron gate stands shut, barring passage to the Queen's Court. Treat this gate as any other minor gate, see **NIC 8: Minor Gates**.

NIC 12: QUEEN'S COURT

The Queen's Court is a slightly smaller version of the Emperor's Court. It sits astride the main street, which passes through the square along the northeast-southwest axis. At the southeast end of the court, another minor gate provides direct access to the temple square. Treat this gate as any other minor gate, see **NIC 8: Minor Gates**.

NIC 13: TEMPLE SQUARE

If the heroes move in for a closer look in this area, read or paraphrase the following:

Rising like the misshapen spawn of a mad architect's nightmare, the Temple of the Queen of Darkness claws skyward from the center of a huge plaza. Black, twisted towers shoot from the structure at odd angles.

The walls seem to bend outward or inward with no logical pattern. The huge square surrounding the temple is the end of the snake-like Queen's Way.

The Situation: The Dark Queen's temple is not visited casually. Stationed in here at all times are honor guard units from each of the five Dragonarmies.

☞ **Watch officers:** hp 71, see page 299.

Development: The honor guard units march around the tower at a leisurely pace, but the troops are alert. Weapons gleam, uniforms and boots are clean, and officers and sergeants bark their orders with crisp precision. This is an opportunity for each army to display its military might, and each unit strives to outdo the others in appearance, drill, and discipline.

NIC 14: ARENA OF DEATH

This vast coliseum is devoted to the entertainment of the troops and citizens of Neraka.

The usual show consists of many slaves being forced to fight to the death. The arena gates are not closed or guarded so the heroes have no difficulty walking onto the arena floor or among the galleries. Below the floor, however, considerable activity occurs in preparation for the Queen's arrival.

If the heroes investigate the arena further go to the scene **Freedom or Death** located under the **Things that Happen in the Inner City**.

RANDOM ENCOUNTERS IN THE INNER CITY

Refer to Random Encounters in the Outer City. The same encounters apply here although security sweeps happen once every hour in the Inner City.

THINGS THAT HAPPEN IN THE INNER CITY

The following scenes happen more or less in order, beginning with the opening scene for this adventure.

FREEDOM OR DEATH (EL 19 TO 21)

This scene should be run if the heroes investigate the arena in Neraka.

The Situation: The day after the Queen enters Krynn, a huge spectacle has been planned for the entertainment of her Dark Majesty. Four units of slaves have received extensive training and preparation as light infantry. Each unit comprises 120 strong fighters. Two units will fight each other in two separate matches. The victorious units will then face each other in a climactic battle to the finish. The surviving members of the winning unit will be given their freedom; all others will be put to death.

Each unit is quartered in a separate huge, barren room under the arena. Their weapons and armor, of course, are stored separately.

Creatures: Each unit is guarded by two detachments of the Blue Dragonarmy.

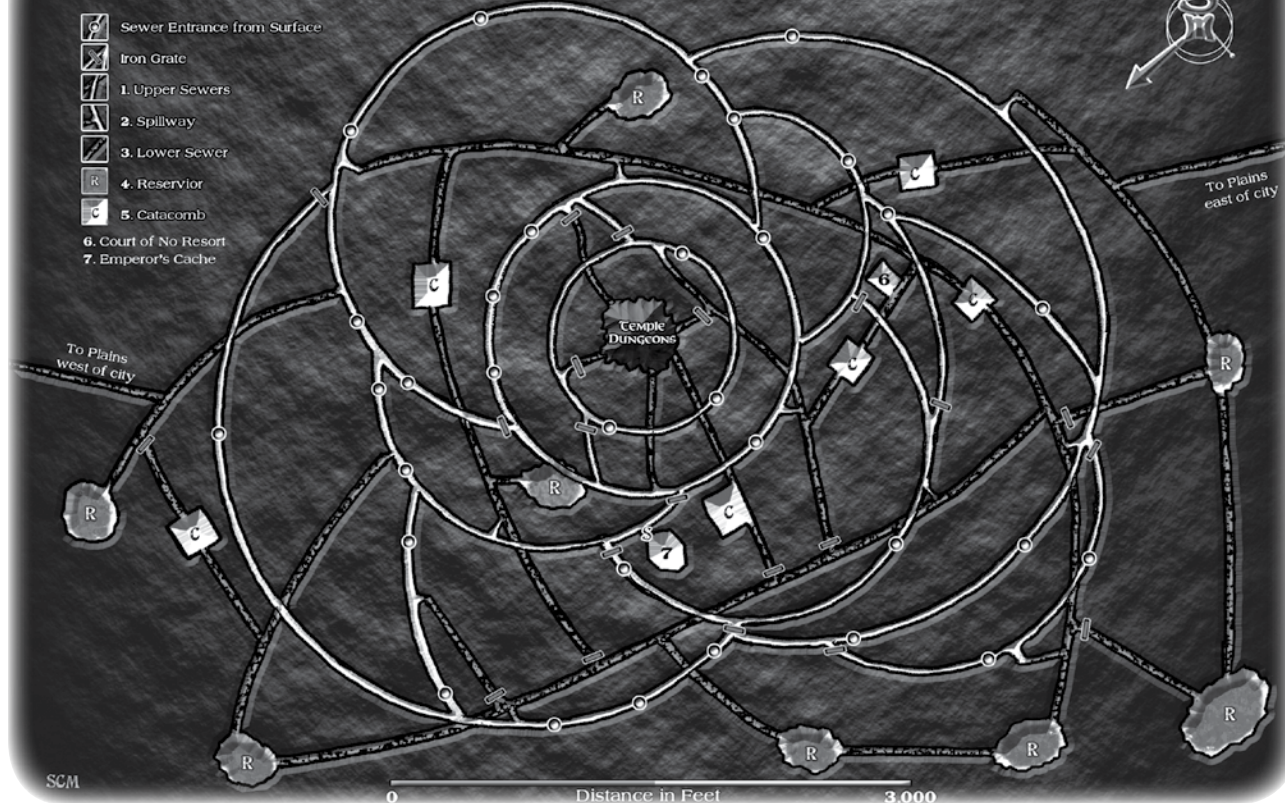
☞ **Watch officers (10):** hp 71, see page 299.

☞ **Draconian Dragonarmy officers (10):** hp 71, see page 291.

☞ **Slave Warriors (120):** hp 40, see page 298.

Development: If these slaves can be freed, they will serve their liberators honorably. They will be willing to create a diversion during the Second Council, or will perform any reasonable request of those who freed them.

Undercity of Neraka



NERAKA—UNDERCITY

The subterranean region stretching beneath the city of Neraka is collectively referred to as the Undercity. It is composed of a collection of sewers, caverns, and natural tunnels. It is largely a city of the undead drawn here by the Dark Queen's power. A cabal of five liches rules the Undercity. They organize the undead into the Nighwalks above the city and have commanded all the undead of the Undercity to capture any creature of the flesh while they are still alive so that they may be tried at NUC: 6 **The Court of No Resort**.

FEATURES OF THE UNDERCITY

Many of the locations in the Undercity listed below can be encountered many times throughout the Undercity, but they are similar enough that general descriptions apply to all of them. Each different location listed below will be marked on the map of the Undercity.

IRON GRATES

In many places marked on the map, a grid of iron bars blocks passage through the upper and lower sewers. These grids serve as crude filters, preventing large objects from flowing through the tunnels. Although they are very old, the grates are made of heavy iron bars. The grid is made of bars spaced about one foot apart. Kender and gully dwarves can squeeze through the grates in one round with a DC 15 Escape Artist check. Large creatures can bend the bars to pass through with a DC 15 Strength check.

Rusty iron grate: 2 inches thick, hardness 5, 30 hp Break DC 25;

SECRET DOORS

Many routes through the Undercity are blocked or concealed by secret doors. These are cleverly designed portals that blend into the surrounding stonework, down to the molds and slimes that coat most of the walls down here.

The secret doors can be discovered via the normal procedure with a DC 30 Search check. Once the door has been discovered, however, an additional DC 20 Search check must be made to find and release the catch to open the door.

Stone door: 4 inches thick, hardness 8, 60 hp, Break DC 25;

EXITS FROM THE UNDERCITY

Exits leading to the streets of the Inner City are ladders leading up a narrow hole to the sewer grate in the middle of the street. In the Outer City, the ladders lead to secret trapdoors in the wooden sidewalks.

Exits leading to the interiors of buildings anywhere in Neraka are without exception concealed by secret doors from the tunnels of the sewers (DC 30 Search check). Generally, the secret door opens onto a short tunnel leading 10d6 feet to the side of the sewer. At the end of the tunnel, a vertical shaft leads upward about 12 feet to the trapdoor in the floor of the building.

All exits connecting the Undercity to the surface lead from the upper sewers.

PLACES TO VISIT IN THE UNDERCITY

The following entries correspond to keyed locations on the map of the Undercity.

NUC 1: UPPER SEWERS

These are the sewer tunnels running underneath each street of the Inner City. The iron grates on the streets appear every 100 feet along the tops of these tunnels.

The tunnels are about eight feet in diameter and are cylindrical in shape. There is always at least one foot of water collected in the bottom of the tunnel. If it has been raining in Neraka, the water level is higher.

Add one foot of depth for every day of continuous rainfall, including the present day. Beginning the first day after the storm, the water level falls two feet per day until it reaches the one-foot depth where it levels off.

Even though the upper sewers cross lower sewers at many locations shown on the map, most of these areas contain no connections between the two levels. The two sewer systems are only joined in those locations where **NUC 2: Spillways** are indicated on the map.

NUC 2: SPILLWAYS

The spillways are chutes connecting the upper and lower sewers of Neraka. Some are screened by iron grates, as shown on the map. Each spillway is 60 feet long, and descends 20 feet over that 60-foot length. The spillways have water flowing down them if the current water level of the upper sewers is four feet or greater. The depth of water in the spillways is three feet lower than that in the upper sewers.

The spillways are always slick and treacherous because of the build-up of slime and mold on the surface of the chute. A character attempting to move up or down the spillway must succeed at DC 10 Balance check. Failure means that he slips and falls, sliding all the way to the bottom and sustaining 1d6 points of falling damage. The DC for the Balance check increases by two for every foot of water flowing down the spillway.

Any time a character slides down a spillway, roll 1d6. On a 1 or 2, the character has a random encounter at the bottom of the spillway. Roll on the table for **Random Encounters in the Undercity** on page 202 to determine what creature is encountered.

A character trying to climb up the spillway who fails the Balance is assumed to slip at the very bottom, and does not suffer damage. A character can make one attempt to climb the spillway every round with a DC 20 Climb check.

NUC 3: LOWER SEWERS

The lower sewers of Neraka serve to channel the water overflow from the upper sewers. They also serve as connecting passages between the various catacombs and reservoirs.

The lower sewers are tunnels 12 feet high and 12 feet wide. They are square, not circular, in cross-section. The depth of water in the lower sewers is half that in the spillways. The water never flows quickly down here and there is a stagnant, musty smell throughout the lower sewers. Even if no water flows down the spillways, there is a nearly uniform pool of water four inches deep over the floor of the lower sewer.

The terrain here is treated as rough terrain halving movement rates and the echoes of the tunnel impose a -5 circumstance penalty to any Move Silent checks. The splashing of an individual's footsteps is audible from 120 feet away.

NUC 4: RESERVOIRS

These large chambers are essentially underground lakes, collecting the overflow from the sewer systems until the water evaporates or seeps into the ground. The water in the reservoirs is stagnant and foul. Any character drinking it must roll DC 16 Fortitude save or contract Blinding Sickness. Characters who so much as swim in the water must roll a DC 14 Fortitude save or contract Slimy Doom.

The water level in the reservoirs is 1d6 feet below that of the lower sewers. Slime-coated sheer drops connect the lower sewers to the reservoirs, with water slowly trickling from the lower sewers to the surface of the reservoir. The reservoirs are 11-30 feet (1d20 + 10) deep.

As indicated on the map, they are several hundred feet across. If characters try to cross the reservoirs, roll on the table for **Random Encounters in the Undercity** on page 202 to determine what creature is encountered.

NUC 5: CATACOMBS

Check for a random encounter every time a hero enters these areas.

The catacombs are the graveyards of Neraka. Until recently, the dead of the city were buried here, with large sections devoted to the families of prominent army officers and important figures in the hierarchy of the evil empire. With the growing activity of undead in the area, plus the thriving populations of other assorted monsters, the citizens of the city rarely venture down here anymore. The areas have been taken over by the foul denizens.

The catacombs are literally teeming with undead at all times, except during the Nightwalk. The catacombs are laid out in a square grid pattern. A section of coffins is a 20-square-foot area, surrounded by a 10-foot-wide corridor on all sides. The entire catacombs area is simply this grid pattern repeated many times. Characters walking through this area have the impression of moving down a 10-foot-wide corridor, with similar corridors branching to each side at 20-foot intervals.

Each section of coffins has a wooden door in the middle of one side. Nearly 90% of the doors have been destroyed by the ravenous ghouls and ghouls. Inside the tier are the remains of 3d10 corpses.

Development: If the heroes are attacked by a group of undead, the combat draws additional groups of undead. Roll on the Random Encounter Tables after 1d4 rounds of combat to determine what additional types of undead arrive to join in the fight. The undead principally seek to slay any hero clerics. If more than one type of undead is present, however, they try to capture the rest of the heroes and take them to **NUC 6: Court of No Resort**.

NUC 6: COURT OF NO RESORT

This dreary chamber is the focal point of undead power below Neraka. It is the lair of the five liches that control the Nightwalk. These are the judges that sit at the court, resolving disputes among the undead of the Undercity. The court is the reason that the undead attempt to take the heroes prisoner during encounters in the Undercity.

If the heroes are unfortunate enough to find their way into this room proceed to the scene **Hung Jury** under **Things that Happen in the Undercity**.

NUC 7: EMPEROR'S CACHE

In order to discover this room the heroes must detect the secret door leading to it with a DC 30 Search check while in the upper sewers of the Undercity.

This secret chamber contains some of the finest treasures from across the face of Krynn. It is the personal cache of Emperor Ariakas, and only he knows its contents. It is a large, lightless chamber with a very dangerous guardian.

If the heroes uncover the secret door to this room and investigate, proceed to the scene **The Emperor's Secret** under **Things that Happen in the Undercity**.

RANDOM ENCOUNTERS IN THE UNDERCITY

Random encounters in the Undercity are not meant to specifically challenge the heroes, but are designed to slow them down and illustrate the nature of the Undercity undead "community." The city is ruled by five liches that demand that the intelligent undead bring any disputes before their council. This usually amounts to one type of undead attempting to eat trespassers and another type of undead claiming the trespassers are rightfully theirs to eat, torture, and the like.

If the heroes enter the Undercity at any time other than during the Nightwalk you roll twice on the following table. The first roll indicates the first type of undead to appear. Then 1d4 rounds later the second group appears. If the two groups are of different types they will work together to capture and drag one of their victims to **NUC 6: Court of No Return**. If the two groups are the same, they will attempt to kill as many heroes as possible.

d%	Not During Nightwalk Encounters	Number	EL
01-09	Bodak	2	11
10-17	Devourer	1	11
18-30	Ghasts/Ghouls	4/10	9
31-37	Mummies	4	13
38-46	Mohrg	2	11
47-58	Nightwing	1	14
59-72	Shadows/Greater Shadows	3/2	13
73-80	Specter	3	11
81-00	Wraiths	7	11

If the heroes explore the sewers during the Nightwalk multiple groups of undead will not be seeking to fight over them, as most will be in the city above. Halve the number of any undead generated during this time.

THINGS THAT HAPPEN IN THE UNDERCITY

The following scenes take place in the Undercity of Neraka and are keyed to specific locations within the Undercity.

HUNG JURY (EL —)

This scene should be run if the heroes investigate area **NUC 6: Court of No Resort**.

A massive courtroom lies before you, it is a vast chamber draped in huge, tattered sections of rotted black velvet. Five judges sit upon a raised dais at the end of the room opposite the entrance. Before the judges sits a long bench. Below this bench is a pit where you can see figures standing before the judges.

Behind the pit are arrayed numerous galleries that provide seating for hundreds of interested spectators. They are currently occupied by a motley crew of undead creatures who seem to be gathered together for the spectacle of a trial.

The entire chamber is illuminated in a blood red light by several glowing red spheres floating about the room.

The Situation: This court proceeding is to determine the fate of the figures standing before the bench. If any of the heroes were captured by the undead they were brought here for their trial and now stand before the bench. If not then the figures are of two young human men.

The liches decide which group of undead can claim the lives of the prisoners. For example, the wights and wraiths desire that the prisoners be given over to them for life-energy draining, and to increase the population of that type of undead.

Ghouls and ghosts have a more basic desire behind their pleas: hunger for the corpses of the prisoners. The spectres want to keep the prisoners alive, but securely chained, in a nearby section of coffins, torturing and tormenting the prisoners for the spectres' entertainment and enjoyment.

A member of each type of undead group that captured the prisoners steps forward and presents the case of that creature type. The liches then retire to their private chamber, located in a small room just behind their bench, and eventually return with the verdict.

Development: If the heroes were captured in a fight then to determine what the verdict is, list the types of undead in the order that they arrived at the fight. Beginning with the first group, roll 1d6. That group receives the prisoner on a six result. If the result is other than a six, roll for the next group. Again, the verdict is rendered on a six. Keep rolling, going through the list several times if necessary, until a six comes up. The d6 roll can be modified by several different factors. In all cases, treat a result greater than six as a six. Modify the die rolls as follows: +1 if undead of that type killed a cleric hero; +1 if undead of that type were killed in the fight (but not by a cleric's turning ability); -1 if no undead of that type were left by the end of the fight.

If the heroes were not captured, but just stumbled upon the event read or paraphrase the following:

The undead creatures wearing black robes return from the hall behind the bench. One of them snarls in an ominous voice. "We have decided that a decision will be rendered after the Nightwalk tonight. Where the winners will be allowed to feast upon the flesh of the guilty."

The undead creatures of the room howl in impatience at the decision and begin to file out of the hall.

Development: The heroes will have to run through the sewers to escape the flood of undead creatures pouring out of the courtroom. The Court of No Resort will be emptied with the exception of 10 ghouls and six ghouls who are keeping a hungry eye on the prisoners.

The prisoners are left under the watchful eyes of 10 ghouls until the session resumes at Deepwatch rising, 30. The prisoners are not bound, however, nor are their possessions removed. This mechanic may be used as a lucky break, allowing any heroes a chance to escape from an otherwise very difficult situation.

☞ **Ghouls (10):** hp 13 each, see *Monster Manual*.

☞ **Ghast (6):** hp 29 each, see *Monster Manual*.

Tactics: These ghouls will not try to call for additional undead. They want to keep the heroes all for themselves.

THE EMPEROR'S SECRET (EL —)

This scene should be run if the heroes enter NUC 7: **Emperor's Cache**. Read or paraphrase the following:

The chamber beyond the door opens into what appears to be a side passage, but something catches your eye. Piles of gold, coins, armor, and weapons can be seen glittering at the end of the hall—and atop it all, a brass dragon looking directly at you.

The Situation: Emperor Ariakas had his most prized possessions hidden away deep in the Undercity of the Neraka fearing that someone would find them. So he had it transported here and had a guardian constructed for its protection.

☞ **Patina, brass dragonflesh golem:** hp 191, see page 287.

Tactics: Patina is a formidable opponent, capable of multiple attacks each round and immune to many of the spells and attacks that the heroes have at their disposal. The heroes must contend with its frightful presence, which comes into effect on the first round of combat. Patina favors making attacks with its bite, but uses its claws to sunder weapons, shields, and armor. Because it is supernaturally resistant to damage, Patina usually bull rushes into the center of melee, dealing savage blows to its foes with an 8 or 12-point Power Attack, and slowly whittling away at their defenses. Utterly fearless, Patina will not flee or withdraw from combat, fighting until it is destroyed.

Development: The heroes will soon realize that the brass dragon appears to have been partially reassembled from bits of other dragons and left to guard the chamber. It has been commanded to destroy anything that enters the room.

Treasure: The treasure is heaped in the center of the room, and the dragon spends most of its time curled up atop this pile.

This treasure includes a veritable mountain of coins: 100,000 sp, 80,000 gp, 40,000 bp, 50,000 stl, and 10,000 pp. Scattered among these coins are 10,000 gems, worth 30-300 stl each (1d10 x 30).

The room also contains numerous examples of magical weapons and armor, including: +4 *half plate*, +4 *light steel shield*, +3 *heavy wooden shield*, +4 *chain shirt*, +3 *leather*

armor, +4 *defending longsword*, +4 *light mace*, +2 *dragonbane kukri*, *plate mail of etherealness*, a *dwarven thrower*, and a *berserking sword*.

The room also contains several miscellaneous magical items, including *dust of disappearance*, *dust of sneezing and choking*, a *gem of true seeing*, a *medallion of thoughts* and a *talisman of the sphere*.

THE DARK QUEEN'S TEMPLE

Within the Temple of the Queen of Darkness lies the gate through which Takhisis may now partially extend her divine powers. If this gate is sealed, then the Dragon Empire dissolves into warring factions. If it is opened entirely, then the doom of the world is assured.

Closing the gate is no easy task. Creatures of great evil are stationed throughout the temple, and while they may bicker among themselves, they present a united front against the forces of good. The heroes may find that deception proves their only means of achieving success and staying alive. Finding the gate and sealing it without bringing the guards down on their heads is the heroes' primary challenge.

Moreover, it may be difficult to complete the quest for more subtle reasons. The Dragon Highlords are not unappreciative of skill and cunning. Rather than death, they may offer the heroes positions of wealth and power if they abandon their quest and turn from the paths of good. While this always results in the heroes' eventual extermination, the heroes may be tricked long enough for the Dark Queen to triumph.

The Temple of Takhisis is no doubt the most bizarre structure upon the face of Krynn. It was grown rather than constructed.

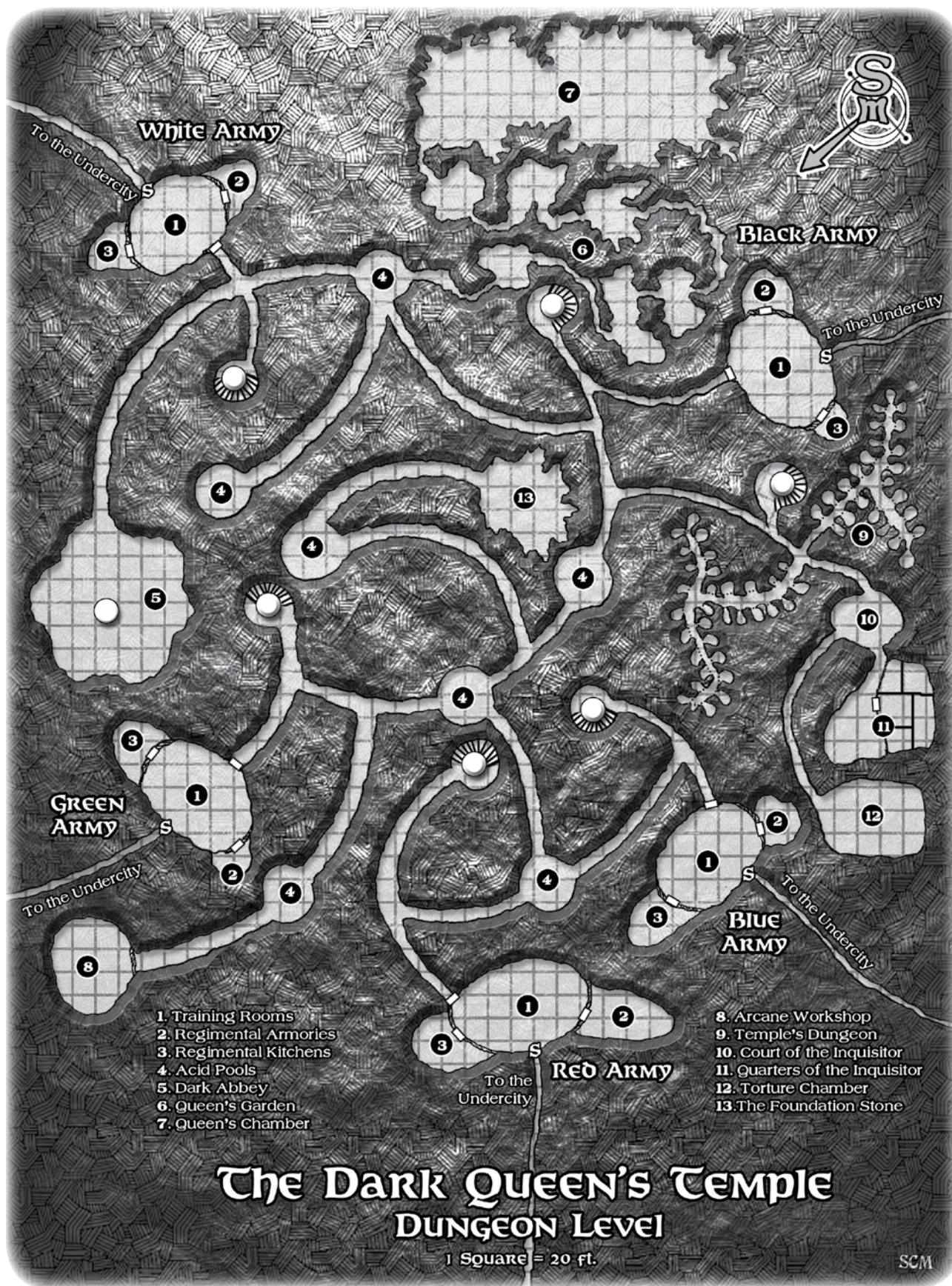
When the Cataclysm struck Krynn, the center of annihilation was the temple of the High Priest of Istar. Yet that temple was not destroyed, as were the lands and cities around it. Rather, its parts were scattered among all the planes of the gods: Good, Evil, and Neutral.

Of all the scattered pieces of the temple, the most important was the Foundation Stone. This pillar of stone was studded with the most precious gems from all over Ansalon, including a hallowed piece of the Whitestone itself from Sancrist Isle. The Foundation Stone was the main supporting pillar of the temple, and was the focal point of the temple's power.

As fate would have it, the Foundation Stone was cast into the Abyss, the realm of Takhisis, the Queen of Darkness. After a period of time that cannot be measured by the means available to men, the Queen came upon the stone. Through her cunning and terrible dark magics, she caused the stone to become her portal into the physical world. Through this portal she could circumvent the banishment imposed by Huma, and she once again set her dragons upon the world. This time, she vowed, the forces of darkness would emerge victorious from the titanic struggle.

Thus the Foundation Stone became the Queen's gateway into Krynn. She entered the world in a desolate and uninhabited region called Neraka. Neraka was a barren plain high in the Khalkist Mountains of central Ansalon.

After planting her stone on the dry, flat ground, surrounded by towering peaks, she walked the world for a time, awakening her dragons from their long sleep. She then



returned through the gate to rally her forces on the Abyssal Plane.

The stone she had planted, meanwhile, began slowly and magically to grow into a dark version of the temple that once stood in Istar.

Now fate again played a role in swinging events of the world, this time back toward the point of balance. A brother and sister walked the plain where the Foundation Stone was planted, and where the weird shape of the temple was just beginning to rise from the barren ground. The brother recognized the value of the stone's gems and eagerly tried to pry one of the gems loose.

The sister objected, as this place seemed at once holy and terrible to her. She felt that they should leave immediately. An argument, and then a struggle ensued. The sister, reeling from her brother's blow, struck her head against the Foundation Stone, knocking loose a green gem in the same instant that she died.

Her brother clasped the green gem to his chest and fled in panic. His name was Berem and he soon found the stone embedded in his chest. The green gemstone caused him a magical torment that denied even the escape of death.

Though the sister, named Jasla, had died, her good and kindly spirit did not flee to the realms of Paladine. Instead, she entered the Foundation Stone. So convinced was she that her brother would return for her, she remained and awaited him.

The temple grew, but not as the Dark Queen desired. Since the Foundation Stone was missing one gem, the temple was doomed to be distorted and incomplete. It clawed its way into the sky in twisted agony. Its corridors writhed in tortured and inexplicable directions.

The grace of the temple at Istar was perverted and debased. This in itself presented no problem for the Queen of Darkness. In fact, such an abode was more suited to her tastes. But it was the spirit of Jasla—a spirit of compassion and goodness that inhabited the stone and thus blocked the Queen's gate into the physical world. Takhisis could only project a portion of her presence through the gate between the universes until such time as the gate could be thrown fully open.

In the meantime, the twisted corridors and bizarre rooms of the temple have been adapted to the uses of the Queen and her generals. Some additional construction attempted to make sense of the perverted architecture and turn the building into a more useful structure. Defensive mechanisms to protect the temple were for the most part successful. A disciplined regiment from each of the five Dragonarmies maintains a permanent posting here to insure continued security. Bands of Dark Pilgrims—the clerics of Takhisis—roam the temple, constantly performing rites of darkness and evil.

FEATURES OF THE DARK QUEEN'S TEMPLE

The building appears to be totally of this world, but this is not the case. The temple actually rests astride the border between the physical world of Krynn, on the Prime Material Plane, and the Planes of the Abyss, in the Negative Material Plane. Thus much of the original structure is gravitationally and geometrically unstable. This is a natural phenomenon, not a

magical one. Therefore, spells such as *detect magic* and *dispel magic* have no effect on the perspective and gravity distortions that occur throughout the temple.

Characters may find themselves climbing stairs that actually descend to a lower level. The curved corridors shown on the temple maps appear straight to all forms of measurement and detection. This applies to all curved corridors in the temple, including those that double back upon themselves in a "U" shape. Intersections of these curved corridors always appear to be at right angles.

As mentioned above, stairways sometimes appear to travel in directions opposite to their true directions. Any time the heroes encounter a stairway, either spiraling or straight, roll 1d6. On a 1-3, the stairway seems to travel the opposite direction from that actually moved. Characters who think they are climbing are actually descending, and vice versa. Spiraling stairways always seem to spiral, however; they are not considered curved corridors for purposes of the distortion described above.

This borderline existence makes magical transport into the temple impossible. Even plane shift will fail due to the overlapping planes of existence. In effect there is a dimensional anchor effect but only for magic traveling into the temple. However, performing those spells from within the temple to get back out is possible.

TEMPLE GARRISON REGIMENTS

An elite unit of draconians from each Dragonarmy is posted on permanent guard duty in the temple. The sections of the temple guarded by each army correspond to the city districts controlled by the same army. Unlike those in the city, members of these elite regiments are never subject to reduced vigilance because of a long shift on duty.

Creatures: These regiments make up the honor guard for the Highlords when the Dragon Highlords meet in council. The draconians in each regiment are not unusual except that they are among the largest of their type, and therefore have very nearly the maximum number of hit points available. The Temple Garrison Table lists the name of each regiment, the type of draconians it contains, and the hit point spread for these elite draconians..

- ☞ **Red Watch Elite Sivak (40):** hp 87, see page 297.
- ☞ **Blue Watch Elite Sivak (38):** hp 87, see page 290.
- ☞ **Black Guard Elite Bozak (30):** hp 71, see page 289.
- ☞ **Green Regiment Elite Kapak (24):** hp 43, see page 293.
- ☞ **White Legion Elite Kapak (20):** hp 46, see page 299.

DUNGEON LEVEL

The following locations are marked on the **Temple Dungeon Level map**:

TDL 1: TRAINING ROOMS (EL VARIES)

Each of these five rooms is located underneath the barracks of one of the five Dragonarmy regiments garrisoning the temple. Each regiment uses a separate room.

Situation: Each training room is simply a large, open area. The ceiling is 20 feet above the floor, which consists of fine sand covering a base of rock. A viewing gallery surrounds the rooms, 10 feet higher than the floor of the training area. Numerous stairways provide access from the floor to the galleries.

The rooms are so large that all members of the unit can gather for drill and fighting practice. Usually only a portion of each regiment is present while the others are posted on guard duty or sleeping.

Creature: Dragonarmy soldiers and officers in training.

☞ **Dragonarmy soldiers (varies):** hp 28, see page 247.

☞ **Dragonarmy officer:** hp 88, see page 292.

☞ **Draconian Dragonarmy officer:** hp 71, see page 291.

Development: The training areas are used on a fairly regular schedule. From 6:00 AM until 4:00 PM, 60-90 (50 + 10d4) soldiers of the regiment, along with one officer for every 20 soldiers, are involved in weapons and drill practice. At all other times, 3d6 members and two officers (one human, one draconian) are present, practicing on their own.

However, the training areas are abandoned during (and for four hours before and after) each council of the Dragon Highlords. A secret door from each of these rooms leads to the Lower Sewers of the Undercity of Neraka. From within the Training Room it takes a DC 25 Search check to uncover the door.

TDL 2: REGIMENTAL ARMORIES (EL 15)

This room is located off **TDL 1: Training Rooms**.

Situation: These rooms are locked with good lock (DC 30), and two members of the regiment stand outside the door at all times.

Creature: Dragonarmy officers serving as elite guards.

☞ **Dragonarmy officer (2):** hp 88, see page 292.

Development: A warrant signed by an officer of the regiment, or by the army's Highlord, is needed for permission to open the armory. In fact, the guards do not keep the key to the door; it is held by the regiment's commanding officer.

Treasure: Each armory contains the following supply of weapons: 800 spears, 240 longswords, 400 shields, 400 suits of (draconian) armor, 80 heavy cross bows, 2,000 bolts, 40 longbows, and 1,600 arrows. Locked in a closet near the back of the room are the officers' supplies. This lock requires a DC 30 to open. Inside are: eight suits of +1 *dragonarmor* (see *War of the Lance*; effectively scale mail that counts as light armor) eight +1 *mighty cleaving longswords*, and eight *potions of speed*.

TDL 3: REGIMENTAL KITCHENS (EL 16)

This room is located off **TDL 1: Training Rooms**.

Situation: These rooms contain the kitchens used to cook for the regiments and the officers while they are in the temple. As might be expected, the food is considerably better than that in any of the army camps around Neraka.

Creature: A Dragonarmy officer occasionally stopping in to check on the slave cooking staff.

☞ **Draconian Dragonarmy officer (2):** hp 71, see page.

☞ **Temple Slave (15):** hp 29, see page 298.

Development: At the start of every hour, a Dragonarmy officer (usually a different one every time) stops by to check on the slaves, who are usually self-governing. If the heroes arrive at this time, the officer has the slaves attack them. The heroes may be able to convince the slaves to break free from their cruel masters, but only if they can get to them when the officers are not present.

TDL 4: ACID POOLS (EL 8)

These devious traps are all similar in effect and appearance, but they are concealed by a wide variety of illusions and look quite different.

Situation: Each acid pool is a circular room, 60 feet in diameter, with at least one corridor entering it. The pool of acid fills the entire room, and is six feet deep.

☞ **Acid Pool Trap:** CR 8; magic device; location trigger; automatic reset; DC 20 Reflex save avoids; 8d6 acid damage per round of exposure; Search DC 27; Disable Device 32.

Development: If the heroes approach one of these pools, roll 1d6 and compare the result to the following table to determine which illusion is in effect.

Anyone that falls in will destroy any non-magical clothing they are wearing and will have to find a way to obtain a new uniform. All the acid pit rooms have a real three-foot-wide walkway around the edges of them that is covered by illusion (DC 18 Will save to negate). High-ranking officers know about the walkways, but many keep that knowledge to themselves to prevent lower ranking officers from wandering the corridors.

ACID POOL ILLUSION TABLE

D6	Effect
----	--------

1	No illusion.
---	--------------

2	Acid is invisible.
---	--------------------

3	Acid pool appears to be water.
---	--------------------------------

4	An illusionary bridge connects all corridors leading into room.
---	---

5	A real bridge connects all corridors leading into room, except that middle 10 feet of bridge is illusionary.
---	--

6	The room is disguised as a corridor.
---	--------------------------------------

TDL 5: DARK ABBEY (EL 14+)

This is huge and circular, with rows of benches surrounding the central altar in concentric rings. The altar contains a life-size, and lifelike, statue of the Queen of Darkness.

The Situation: This chamber is devoted to the worship of the Queen of Darkness. Services are held in the abbey following each session of the **Dark Rites** (see page 192).

Creature: As many as 240 Dark Pilgrims of Takhisis, and sometimes a handful of officers, are present.

☞ **Dark Pilgrim (varies):** hp 40, see page 290.

☞ **Dragonarmy officers:** hp 88, see page 292.

Tactics: If the heroes are unlucky enough to find themselves in this room with 240 Dark Pilgrims they may want to keep a low profile. Dragonarmy officers do attend the rituals and line the walls, bowing respectfully or whispering prayers. If the heroes go out of their way to be noticed they will quickly be surrounded and attacked from all sides. The clerics will cast incapacitating spells such as *confusion* or *unholy blight* to capture the heroes and lock them in **TDL 9: Temple Dungeons** until they can report their intrusion to the Dragon Highlords.

If there are only eight Dark Pilgrims, three will engage the heroes to allow the other five to escape the room and seek reinforcements. If the heroes have blocked the exit the clerics will use spells that will remove the blocks and will cause the most noise to try to attract attention to the battle.

Development: The Dark Rite services last for two hours. During these services, 240 Dark Pilgrims are present. At all other times, eight Dark Pilgrims are busily sweeping and tidying the chamber, or dusting the statue. The abbey is deserted during the councils of the Dragon Highlords.

TDL 6: QUEEN'S GARDEN (EL 10)

The tunnel ahead looks rough and unfinished. A moist and musty smell pervades the area.

The Situation: A well-irrigated layer of soft dirt covers the cave floors. Small fountains flow into streams that run through the caves and finally disappear into the dirt. The place is strangely beautiful and idyllic—except for the plants that grow here. Each of the garden's six caverns is home to a vile and deadly form of plant life. The cavern ceilings are roughly 20 feet high. Water drips down the walls and from cracks in the ceiling making the walls slippery and each cave damp.

Creature: Each cavern contains a shambling mound that seems to fulfill some ecological purpose simply by moving among the plants. Starting with the first cavern encountered by the heroes, the caves contain various creatures.

First Cavern: Among the plethora of plants that grown throughout this area there is a deadly slime that pervades the cavern. The ceiling is coated with patches of green slime and the ground is filled with shallow pits that the plant life has grown over. The shambling mound in this room is immune to acid damage including the effects of the green slime. Anyone attempting to pass through will encounter 1d6 + 4 green slime. A DC 15 can be made to spot the ones hiding on the ceiling and a DC 20 will spot those hidden beneath the foliage. These spot checks must be made for every five feet of movement. If one is missed it indicates that they have either had green slime drop on them or they have stepped in green slime. Refer to *Dungeon Ecology* in **Chapter 3: Adventures** of the *Dungeon Master's Guide* for the effects of this slime.

☞ **Green slime:** see *Dungeon Master's Guide*.

☞ **Shambling mound:** hp 60, see *Monster Manual*.

Second Cavern: The second cavern is filled with colorful and strange subterranean plants. The shambling mound here moves slowly through the cavern tending to each plant. If the shambling mound detects movement it will stop and hide to gain surprise. This shambling mound is a colorful variety of its kind giving it a +8 circumstance bonus to hide checks in these surroundings. 24 violet fungi are scattered throughout the room. Some even grow on the walls and ceilings. As the heroes comes within reach of their tentacles the violet fungi will attack.

☞ **Violet fungus (24):** hp 15, see *Monster Manual*.

☞ **Shambling mound:** hp 60, see *Monster Manual*.

Third Cavern: The plants of this room are coated in a yellow pollen-like substance. The yellow substance is yellow mold that covers the entire cavern. The moisture of the plants in this chamber make removing it with fire difficult. The shambling mound in this room is also covered in yellow mold. Any successful strike the shambling mound makes,

or made against the shambling mound releases a 5ft burst of yellow mold. Refer to *Dungeon Ecology* in **Chapter 3: Adventures** of the *Dungeon Master's Guide* for the effects of yellow mold.

☞ **Yellow mold:** see *Dungeon Master's Guide*.

☞ **Shambling mound:** hp 60, see page *Monster Manual*.

Fourth Cavern: This cavern is overgrown with vines. The foliage here thick and is treated as rough terrain, taking two squares of movement for every one. This cavern is thick with assassin vines. The assassin vines have learned to lay dormant until potential prey reaches the center of the room. With their reach, the vines can reach from floor to ceiling. The shambling mound here is composed partially of assassin vines and received a +8 bonus on grapple checks.

☞ **Assassin vines (20):** hp 30, see *Monster Manual*.

☞ **Shambling mound:** hp 60, see page *Monster Manual*.

Fifth Cavern: This cavern is unnaturally cold. The plants here are thick and hardy to resist the drop in temperature. A brown mold covers many of the plants here and the cavern walls and ceiling. Refer to *Dungeon Ecology* in **Chapter 3: Adventures** of the *Dungeon Master's Guide* for the effects of this mold. The shambling mound of this room has adapted to the cold and receives resistance to fire 20.

☞ **Brown Mold:** see *Dungeon Master's Guide*.

☞ **Shambling mound:** hp 60, see page *Monster Manual*.

Development: There are no paths through any of the caverns; visitors to the garden must step on or over the plants. Anyone who is currently under the effects of a bless spell by a cleric of Takhisis can pass through each of the caves unmolested and immune from the various damage inflicted by the molds within the rooms.

There is only a 10% chance that one Dark Pilgrim will be found passing back through this area after checking on the Queen's Chamber, but until the Queen's arrival these caverns will remain generally deserted.

☞ **Dark Pilgrim:** hp 40, see page 290.

TDL 7: QUEEN'S CHAMBER

This vast cavern has been prepared as the abode of the Queen of Darkness herself, after she enters the world of Krynn. It is simply a vast and empty cavern. Permanent deeper darkness spells (CL 12th) have been cast throughout the room.

TDL 8: ARCANES WORKSHOP (EL 8)

The hallway here ends at a highly decorated wooden door. Engravings of wizards casting spells and three moons are prominent features leaving little doubt what may lie behind.

The Situation: Although this room is not currently in use, it has served some of the most powerful evil magic-users on Krynn. Here was discovered the secret of perverting good dragon eggs into draconians.

The room lies behind a simple unlocked wooden door. It is protected, however, with enchantments that go far beyond the capabilities of a mere mechanical lock. Beams of bright light spill from the room, and can be clearly seen around the door. All spell effects in the room are at CL 14th.

Development: If the door is opened, a *magic mouth* appears on the door, saying: "Are you sure you want to do this?"

The room within is illuminated by a dozen *continual flame* spells. It contains eight workbenches and 16 stools. Each bench holds a variety of vials and bottles that are filled with all kinds of foul and disgusting ingredients. In the center of each bench rests a book that looks like a fat spellbook. However, each book is simply a collection of blank pages, with a title written in explosive runes. The book is destroyed in the explosion.

Explosive Runes Trap: CR 3; spell; spell trigger; no reset; spell effect (explosive runes, 14th level wizard, 6d6 force damage if close enough to read it, no save, within 10 feet DC 19 Reflex for half damage); Search DC 28; Disable Device 28.

Treasure: Each bench also contains a drawer. The drawers are protected by *chain lightning* spells.

Chain Lightning Trap: CR 8; magic device; spell trigger; no reset; spell effect (chain lightning, 14th level wizard, 14d6 electricity to target nearest center of trigger area plus 7d6 to each of fourteen secondary targets, DC 19 Reflex save for half damage); Search DC 31; Disable Device 31.

The drawers of four of the desks contain only scribbled notes, dried inkwells, etc. Each of the other four contains something of value. Roll 1d8 to randomly determine what is in the desk if the heroes attempt to open one of the drawers.

1d8	Drawer contents
1	Empty.
2	Deck of many things.
3	Arcane scroll containing: baleful polymorph, cloudkill, cone of cold, hold monster all at CL 18
4	Potions: 2 <i>potions of spider climb</i> , 2 <i>potions of cure serious wounds</i> , 2 <i>potions of resist energy</i> (fire), 2 <i>potions of alter self</i> . (All labeled in Magius)
5	Wand of magic missiles CL 18 with 27 charges.
6-8	Empty.

TDL 9: TEMPLE'S DUNGEON (EL 15)

These corridors are lined with row after row of tiny, lightless cells. Each cell is an eight-foot square room with no window, secured by a heavy iron door with a good lock (DC 30) and a bar across it. A small hole in the floor of each room serves as a pitiful latrine. The doors contain six-inch wide slots at floor level to allow for passing food and drink to the occupants.

The Situation: There are very few prisoners scattered throughout the cells. This is an opportunity for the heroes to rescue some much-needed support in the form of the Hidden Light

Creatures: Three formerly prosperous Nerakan businessmen occupy some of the cells. They were brought here because they could not control their greed. These men will bribe the heroes for their freedom, but report on the heroes intrusion once they are safe. Their statistics are unimportant (LN male civilized human expert 5).

There is also one familiar prisoner that can be found here—Maelstrom. He is belligerent with any officer that approaches. If the door is opened he tries to escape until he recognizes the heroes. Evidently his role with the Hidden

Light was discovered and he was awaiting torture by the Inquisitor. He is willing to help the heroes or escort anyone out of the temple if they need it.

Meals of stale bread and scummy water are brought to the prisoners around Twelfth Watch, unless the Inquisitor's guards forget. The average prisoner has occupied his cell for 1d12 months. The four guards that arrive have the keys to the cells.

☞ **Maelstrom:** hp 93, see page 287.

☞ **Temple guards (4):** hp 90, see page 298.

TDL 10: COURT OF THE INQUISITOR (EL 15)

The room is a large chamber, well lit by continual flame spells placed upon various items of torture that are hung from the walls.

The Situation: The Inquisitor interviews prisoners in this garishly equipped room, before removing them to the torture chamber or the temple dungeon. Blood-red tapestries flank either side of the Inquisitor's bench, which is raised above the rest of the room. Prisoners are led into a low pit in the center of the room, below the bench. Between the two southern exits from the room is a bell that can be rung to announce the arrival of guests.

Creatures: Eight Dark Pilgrims toil constantly in the room, cleaning and sharpening the decorations that hang about the walls.

☞ **Dark Pilgrim (8):** hp 40, see page 290.

Tactics: These Dark Pilgrims expect that any Dragonarmy officers entering will be escorting prisoners. If they are not then they assume they are carrying a message for the Inquisitor. If it looks like the heroes are going to start a fight the clerics will split up and flee into the two separate halls to the south yelling about intruders. They will fight if cornered.

Development: When the heroes first enter this room the will find the Dark Pilgrims cleaning and sharpening the decorations (spikes, thumbscrews, torture racks, bonecrushers, etc.) that hang about the walls.

TDL 11: QUARTERS OF THE INQUISITOR (EL 18)

One of the halls from **TDL 10: Court of the Inquisitor** leads to barracks type area with a door to the east.

The Situation: This area houses the Inquisitor and his staff of 20 Dark Pilgrims. The door to the northeast leads to the Inquisitor's personal apartment which includes a vast bedchamber, a sitting room, the dining room, a kitchen, and an office. All of these rooms except the kitchen are decorated with the same blood-red tapestries as hang in the court. Further south the chamber is lined with 20 cots for the Inquisitor's personal staff.

Creatures: The Inquisitor and his staff can be found in these chambers between Twelfth Watch and Fourth Watch.

☞ **Dark Pilgrim (4):** hp 40, see page 290.

Tactics: Depending on when the heroes enter this chamber it may be occupied by 20 sleeping Dark Pilgrims or 4 very alert Dark Pilgrims. If the announcement bell was not rung, any pilgrims encountered in this room will not hesitate to fight. None except the staff members and the Inquisitor area allowed in this area.

Development: The door to the Inquisitor's room is locked with a superior lock (DC 40) and only the Inquisitor has the key.

Treasure: The Inquisitor does not have much in the way of magic items locked away in here; most of his valuables are worn on his person, as he has tithed almost all of his worldly possessions to Takhisis and her dark church. However, a *Book of Vile Darkness* is locked away in a chest (Open Locks DC 30) together with three *medallions of faith* (Takhisis) and six *potions of cure moderate wounds*.

TDL 12: TORTURE CHAMBER (EL 18)

This is the room where the Inquisitor performs his evil work.

The Situation: Torture devices of every shape and description, as well as slow-burning charcoal fires, vats of seething acid, and cages containing spiders, snakes, leeches, and other creatures, line the walls of the room. Like the court, this room is steadily illuminated by numerous continual flame spells.

Creatures: The Inquisitor and his staff can be found in these chambers between Fourth Watch and Twelfth Watch.

☞ **The Inquisitor:** hp 113, see page 284.

☞ **Dark Pilgrim (8):** hp 40, see page 290.

Tactics: If the alarm is raised the Inquisitor and his clerics will stop what they are doing and immediately strike up a defensive posture. The Inquisitor commands his clerics to distract the heroes with confusion and darkness spells while he spends a round or two preparing: *divine power* on himself, raising his Strength to 18, his hit points to 125, and his attacks with his +3 *heavy mace* to +24/+19/+14/+9; and then *dispel good* on the following round if he is not already under attack, increasing his AC to 30. He then targets the weakest-looking heroes with spells like *harm* or with a blow from his heavy mace, suspecting that if he eliminates them it may demoralize the others or cause them to make a dangerous mistake. If things are looking bad for him, he leaves his Dark Pilgrims to their own devices and attempts to flee.

Development: The Inquisitor was currently torturing three individuals. One, a human man, has just died from exposure to repeated dips in acid. Another was a kender that made her way into the temple and was captured. The third is an elf. The elf is stretched out on the rack while the kender is locked in a barrel full of leeches.

If the prisoners are released they thank the heroes for their kindness. The elf's name is Lirrian Songbrook who happens to be a Silvenesti elf and a newly found cleric of Habbakuk (NG male elf cleric 3). He was captured when he fled the Nightmare in Silvanesti. The kender's name is Fillina Padfoot (CG female kender rogue 5). She wanted to see what all the fuss was about in Neraka so she popped in for a visit and was captured shortly thereafter. The prisoners will follow the heroes if they let them, although Lirrian would be just as happy to find a way out.

TDL 13: THE FOUNDATION STONE (EL 16)

When the heroes enter this area, read or paraphrase the following:

The room before you opens up into a cavern that soars 60 feet high. Dozen thick stone columns, spaced at odd intervals support the ceiling at the center of the room.

Each column is studded with hundreds of huge and brilliant gems. The stones radiate a dazzling array of lights. The entire room seems to shimmer and glow with every spectrum of color.

At the center of the room rises twisted and misshapen to the ceiling. A gaping black hole in the side of the column shows where the green gemstone has been removed.

The Situation: The heroes have finally found the Foundation Stone Room. Depending on the ending you have selected for the epic, replacing the green gem in the Foundation Stone might seal the Queen's fate, permanently open her way into the world, restore Paladine's diminishing powers or do nothing.

If the ending selected is **Death of the Gem** proceed to the scene **Betrayal of the Gem** on page 221.

If the ending is **Berem and his Sister** go to the section **Ending 5: Berem and his Sister** on page 226.

If you have any other ending go to **Using the Foundation Stone** on page 220 to see what occurs in this room.

Creature: A guardian of the Dark Queen, a nightwalker named Huaggaq, protects this chamber. It conceals himself behind the twisted black pillar and emerges at the heroes enter. Before anyone can approach the pillar, the Nightwalker will attack.

☞ **Huaggaq, a nightwalker:** hp 168, see *Monster Manual*

Tactics: Huaggaq will first begin by using its evil gaze ability to paralyze as many creatures as possible. Then it will cast unholy blight. If the intruders are evil and appear to be unaffected by its abilities it will leave them alone. If they take damage from the spell, it will press the attack.

Development: Huaggaq is not happy with being forced to serve in this chamber filled with light. It would like to plane shift away, but it has been unable to do so due to a *dimensional lock* around the chamber and the fact that Takhisis prevents it from leaving through the exit or affecting the lock with its *greater dispel magic*. If Paladine is with the heroes (as Fizban or Berem) and they are failing against the nightwalker, he will cast a *greater dispel magic* to lift the *dimensional lock* and tell Huaggaq to "Flee now or remain forever—your choice." Huaggaq will take its freedom and plane shift away.

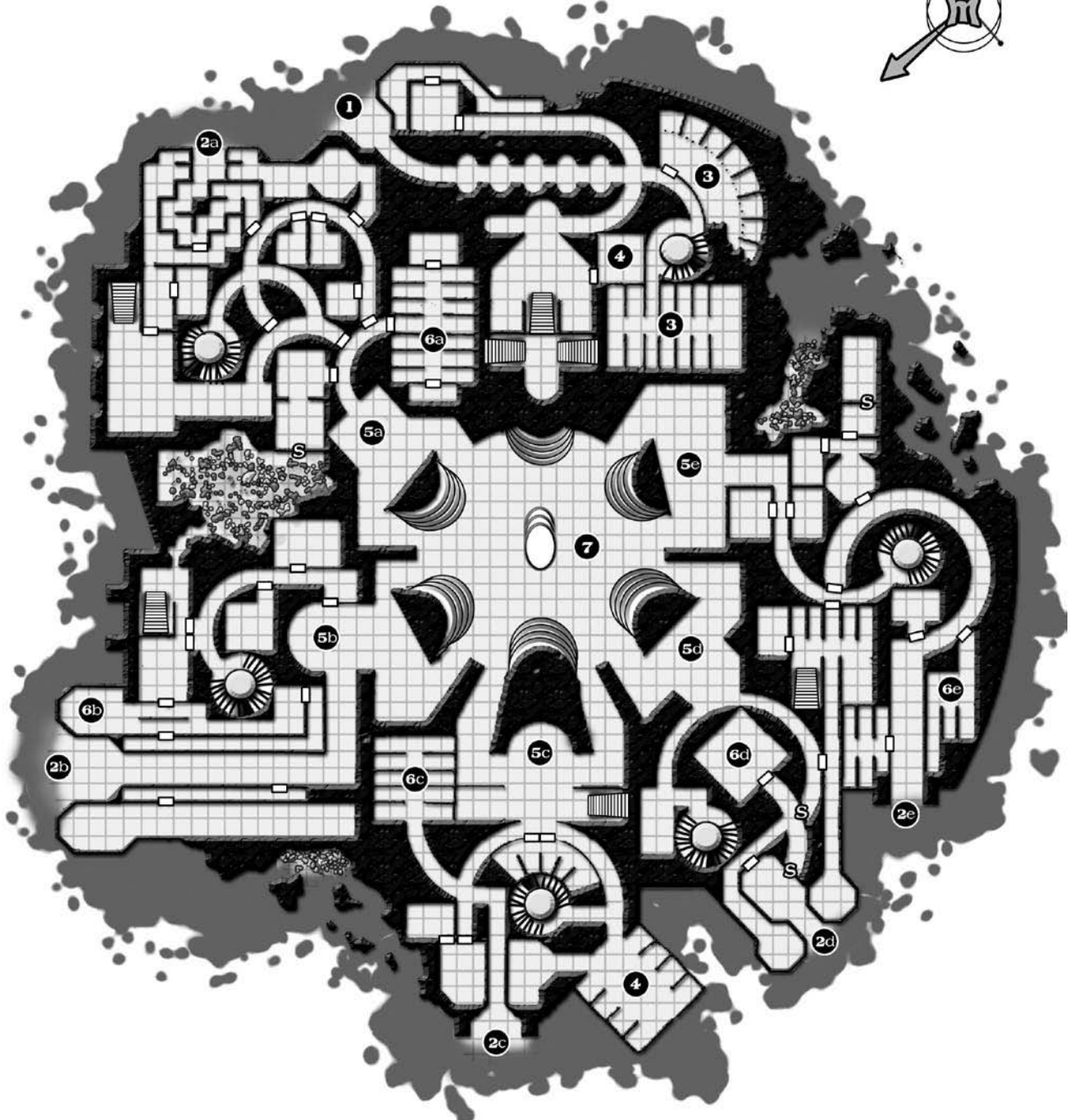
Treasure: The gems are impossible to remove from any of the columns now that the temple has grown in size and power. Rather than fastening to a character, as happened with Berem, the reverse effect now occurs. Any character making a determined effort to remove one of the stones is sucked bodily into the column.

There the character's soul will languish until the temple falls. This is an immediate effect caused by godlike power, and no saving throw is allowed. No resurrection is possible, unless the temple is destroyed.

The Dark Queen's Temple

Main Level

1 Square = 10 ft.



1. Temple Main Gate
2a. White Army Gate
2b. Green Army Gate
2c. Red Army Gate
2d. Blue Army Gate
2e. Black Army Gate

3. Dark Pilgrim Cells
4. Wine Cellars
5a. White Regimental Standards
5b. Green Regimental Standards
5c. Red Regimental Standards
5d. Blue Regimental Standards
5e. Black Regimental Standards

6a. White Regimental Barracks
6b. Green Regimental Barracks
6c. Red Regimental Barracks
6d. Blue Regimental Barracks
6e. Black Regimental Barracks
7. Council Chamber

SCM

MAIN LEVEL

The following locations are marked on the **Dark Queen's Temple** map:

DQT 1: TEMPLE MAIN GATE (EL 16)

Read or paraphrase the following if the heroes decide to enter the temple through the front gates:

The main temple gate stands ever open, beckoning to any who dare to pass through its yawning portals. Eight young clerics and a matronly looking woman in robes stand idly about the entrance to the portal.

The Situation: A pair of huge steel doors flanks the entrance, and can be closed in the event of an emergency. They have never yet been shut, however.

Creatures: A band of nine Dark Pilgrims waits outside the gates to escort legitimate visitors through the entrance; eight are acolytes, while the ninth is a high-ranking master.

☞ **Dark Pilgrim, Revered:** hp 58, see page 297.

☞ **Dark Pilgrim (8):** hp 40, see page 290.

Tactics: The eight acolytes wait with the visitors while their master moves ahead of the party, out of earshot. The Revered Dark Pilgrim disarms the protective traps in the entry hall with the appropriate command word. Should the heroes attempt to force their way in the clerics ring a nearby bell to raise the alarm of an attack.

Development: The gates are guarded by a series of five traps, beginning 60 feet inside the entrance. Five alcoves flank the entry hall, and each delivers a different attack from the Dark Queen's arsenal to any who pass them unaware. The mouths of each alcove resemble the gaping maws of the dragons they represent.

The master pilgrim can deactivate each trap with a single command word, known only to the masters. The traps can be deactivated in a single round, and remain thus for four rounds.

If the appropriate command word is not spoken, each trap activates when a physical object passes the mouth of its alcove. (This includes *invisible* but not *ethereal* characters.) The traps and the damage inflicted, as well as the deactivating command words, are listed here:

White, command word: Frigus

☞ **Sleet Storm Trap:** CR 6; magic device; spell trigger; automatic reset; spell effect (*sleet storm*, 15th level wizard, fills hall with sleet and floor with ice, DC 10 Balance check of fall if move more than half speed); Search DC 31; Disable Device 31.

Green, command word: Toxius

☞ **Insanity Mist vapor Trap:** CR 8; magic device; spell trigger; automatic reset; gas; never miss; (*poison* (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all in a 10-ft. by 10 ft. area); Search DC 31; Disable DC 31.

Red, command word: Incendrius

☞ **Incendiary Cloud Trap:** CR 9; magic device; spell trigger; automatic reset; spell effect (*incendiary cloud*, 15th level wizard, 4d6 round for 15 rounds, DC 22 Reflex save for half damage); Search DC 31; Disable Device 31.

Blue, command word: Electricus

☞ **Chain Lightning Trap:** CR 9; magic device; spell trigger; no reset; spell effect (*chain lightning*, 15th level wizard, 15d6 electricity to target nearest center of trigger area plus 7d6 to each of fifteen secondary targets, DC 20 Reflex save for half damage); Search DC 31; Disable Device 31.

Black, command word: Acerbicus

☞ **Acid Fog Trap:** CR 9; magic device; spell trigger; automatic reset; spell effect (*acid fog*, 15th level wizard, 2d6 round for 15 rounds); Search DC 31; Disable Device 31.

The pilgrims at the main gate participate in the Dark Rites. Thus the post is left unattended for five minutes before and after each reciting of the Dark Rites.

After Day 3 these clerics are stationed here to prevent any one from entering except other Dark Pilgrims.

DQT 2: ARMY GATES (EL 15)

Each army has a separate entrance into the Dark Queen's temple.

The Situation: Each of these gates is defended by a dozen draconians of the appropriate regiment. See **Temple Garrison Regiments** on page 205 for the exact type for each gate.

In addition, a specialized version of the traps at the **DQT 1: Main Gate** protects each army gate. Immediately above the inside of the entry way within each gate is a stone dragon head similar to the ones in the main gate alcoves. Only the type of dragon appropriate to the army is represented, and the command word is the same as for that portion of the main gate. All Dragonarmy officers stationed in Neraka know the appropriate command word for their army.

DQT 3: DARK PILGRIM CELLS (EL 15)

Rows of cells line this area.

The Situation: Each of the rooms within these areas is the home of eight Dark Pilgrims. Between periods of the Dark Rites, one in three of these chambers is occupied by eight sleeping pilgrims. For 20 minutes before and after the rites, the cells are deserted. The pilgrims keep nothing but their robes and weapons with them in their cells.

☞ **Dark Pilgrim (8):** hp 40, see page 290.

Tactics: If the heroes enter these areas they will be questioned by the Dark Pilgrims as to their business there. If the pilgrims are not satisfied with their answer they will seek out the temple guards to report them for trespassing.

DQT 4: WINE CELLARS

These rooms contain many casks of the fine wines used by the Dark Pilgrims during the rites. Each room contains a rack of ceremonial goblets and decanters and three racks of kegs.

DQT 5: REGIMENTAL STANDARDS (EL VARIES)

These hallways and rooms bespeak of the pride that the Highlords' elite troops take in their unit histories.

The Situation: Each location is devoted to the exploits of the appropriate temple garrison unit. The regimental flags are displayed, and a brief history of the unit's battles, enclosed in a massive leather tome, rests on a table beneath the flags.

Creatures: Each room is garrisoned by an honor guard of four draconians from the unit represented.

☞ **Red Watch Elite Sivak (4):** hp 87, see page 297.

☞ **Blue Watch Elite Sivak (4):** hp 87, see page 290.

- ☞ **Black Guard Elite Bozak (4):** hp 71, see page 289.
- ☞ **Green Regiment Elite Kapak (4):** hp 43, see page 293.
- ☞ **White Legion Elite Kapak (4):** hp 46, see page 299.

Tactics: The honor guard here is not overly suspicious of officers visiting the hall and largely ignores anyone passing through.

Development: The emblems on the flags, and a summary of the major campaigns, are as follows:

Unit	Emblems	Campaigns
White Legion	Iceberg	Plains of Dust, Icewall, Southern Ergoth
Green Regiment	Dragon Head	Silvanesti, Khur, Kern
Black Guards	Skull and Wings	Zhakar, Blöde, Goodlund
Blue Watch	Bolt of Lightning	Solamnia, Schallsea, New Sea
Red Watch	Fireball	Abanasinia, Tarsis, Qualinesti, Nordmaar

DQT 6: REGIMENTAL BARRACKS (EL VARIES)

This area will be laid out with cots in various configurations. Some are in cells, and some in large rooms.

The Situation: These quarters house the regiments that garrison the temple. They are empty from Morning Watch until Last Watch. Outside of these hours, each area holds most members of the regiment.

Creatures: Each room is inhabited by a group of draconians from the unit represented.

- ☞ **Red Watch elite sivak (4):** hp 87, see page 297.
- ☞ **Blue Watch elite sivak (4):** hp 87, see page 290.
- ☞ **Black Guard elite bozak (4):** hp 71, see page 289.
- ☞ **Green Regiment elite kapak (4):** hp 43, see page 293.
- ☞ **White Legion elite kapak (4):** hp 46, see page 299.

Tactics: Any non-draconians or especially officers not of the proper unit will be questioned if they stray into this area. If the draconians don't like the answer they will attempt to retain the trespasser and notify the highest-ranking officer of both to try to embarrass the trespasser and get him in trouble.

DQT 7: COUNCIL CHAMBER (EL 18+)

Read or paraphrase the following when the heroes enter this area:

The ceiling of this chamber soars nearly 100 feet overhead. Six tall platforms are spaced evenly about the perimeter of the room. Four of these platforms are 30 feet above the floor. The one to the southeast is 40 feet up, and the one to the northwest rises 50 feet from the floor. Sweeping semicircular banks of stairs fall away from each platform to the floor of the chamber.

Huge banners hang from the walls over each of the Highlords' stations, emblazoned with the colors of the army and scenes depicting the lands of Ansalon conquered by each army.

The Situation: This soaring chamber lies at the very heart of the Dark Queen's empire. It is here that she will enter Krynn, if the gate to the Abyss can be opened. This is also where the Highlords meet in council to plan strategy and policy. This is the only place on Krynn where Takhisis can even partially manifest her presence.

Creatures: When not in use, this room is inhabited by an honor guard of draconians from the unit represented and 10 temple guards stationed around the temple.

- ☞ **Red Watch elite sivak (4):** hp 87, see page 297.
- ☞ **Blue Watch elite sivak (4):** hp 87, see page 290.
- ☞ **Black Guard elite bozak (4):** hp 71, see page 289.
- ☞ **Green Regiment elite kapak (4):** hp 43, see page 293.
- ☞ **White Legion elite kapak (4):** hp 46, see page 299.
- ☞ **Temple guards (10):** hp 90, see page 298.

Tactics: Anyone that enters this room when the council is not in session is watched for a couple rounds before they are approached and questioned by guards. First the heroes will be told to leave. If they do not comply the guards will attempt to arrest them. Each of the groups of guards wants to be responsible for capturing any trespassers so they will not work together. They may even fight among themselves.

Development: On the temple upper level, each Highlord has a private access door allowing the lord to enter directly to his or her throne. Also on the upper level lies the gate through which Takhisis will attempt to pass. The location of the gate is noted on the Dark Queen's Temple Map.

For details on the councils that occur in this chamber, see **Things that Happen in the Dark Queen's Temple** on page 218.

UPPER LEVEL

The following locations are marked on the Dark Queen's Temple Upper Level map:

DQT 8: ARMY OFFICER QUARTERS (EL 13)

Each of these tiny apartments is the living quarters for an officer in the Dragonarmy controlling that portion of the temple.

The Situation: Half of these apartments are empty of everything except furniture, since the owning officers are camped in the field. The other half contain the personal effects of their occupants. In addition, 50% of the occupied apartments have the occupants present from Restful Hour until Last Watch. The apartments are empty at all other times. Occupied doors will be locked with an average lock (DC 25).

Creatures: Some of these rooms contain human Dragonarmy officers.

- ☞ **Dragonarmy officer:** hp 88, see page 292.

Treasure: Each apartment contains a bed, desk, chair, and footlocker. The footlockers are locked and 25% of them are guarded with poison needle traps.

☞ **Poisoned Needle Trap:** CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnies, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device 17.

Each footlocker contains a spare uniform (with mask) and 1d6 x 100 stl worth of treasure. If the chest was trapped, there is a 25% chance that it contains a randomly determined potion.

The Dark Queen's Temple

Upper Level

1 Square = 10 ft.



SCM

7. Council Chamber, Second Floor
8a. White Officers' Quarters
8b. Green Officers' Quarters
8c. Red Officers' Quarters
8d. Blue Officers' Quarters
8e. Black Officers' Quarters
9a. White Army Council Chambers
9b. Green Army Council Chambers
9c. Red Army Council Chambers

9d. Blue Army Council Chambers
9e. Black Army Council Chambers
10a. White Wall and Parapet
10b. Green Wall and Parapet
10c. Red Wall and Parapet
10d. Blue Wall and Parapet
10e. Black Wall and Parapet
11. Abbey of Eternal Night
12. Record Room

13a. White Army Treasures
13b. Green Army Treasures
13c. Red Army Treasures
13d. Blue Army Treasures
13e. Black Army Treasures
14a. White Army Ballroom
14b. Green Army Ballroom
14c. Red Army Ballroom
14d. Blue Army Ballroom
14e. Black Army Ballroom

DQT 9: ARMY COUNCIL CHAMBERS (EL 20+)

The room beyond looks like a war room staging area.

The Situation: These are work chambers with many wooden benches, a few tables, and maps or charts hanging upon the wall. The banners of the owning Dragonarmy are prominently displayed.

Creatures: From Fourth Watch until High Watch, each council room is occupied by 12 officers. There is a 25% chance that the appropriate Highlord will also be in attendance. If this is this case there will also be a Revered Dark Pilgrim with them.

- ☞ **Dragonarmy officer (12):** hp 88, see page 292.
- ☞ **Dark Pilgrim, Revered:** hp 58, see page 297.
- ☞ **Lord Toede:** hp 66, see page 240.
- ☞ **Salah-Kahn:** hp 80, see page 287.
- ☞ **Lucien of Takar:** hp 112, see page 286.
- ☞ **Kitiara uth Matar:** hp 99, see page 241.
- ☞ **Lord Soth:** hp 133, see page 285.
- ☞ **Emperor Ariakas:** hp 170, see page 282.

Tactics: If the heroes attempt to attack anyone in the room half of the officers will try to escape to raise the alarm, while the rest try to keep the heroes engaged in battle. If Kitiara is encountered here she will have Lord Soth with here.

DQT 10: WALL AND PARAPET (EL VARIES)

These are outdoor areas, 40 feet above the Temple Square.

The Situation: These guard stations are located just above DQT 2: Army Gates.

Creatures: Stationed on the platforms are four guards (from the temple regiments) for each door (or set of double doors) leading into the temple from the platform.

- ☞ **Red Watch Elite Sivak (4):** hp 87, see page 297.
- ☞ **Blue Watch Elite Sivak (4):** hp 87, see page 290.
- ☞ **Black Guard Elite Bozak (4):** hp 71, see page 289.
- ☞ **Green Regiment Elite Kapak (4):** hp 43, see page 293.
- ☞ **White Legion Elite Kapak (4):** hp 46, see page 299.

Tactics: These guards watch anyone entering or exiting the building. During the daily Dark Rites the respectfully kneel and face the tower, leaving the gates virtually unmonitored for five minutes a day.

DQT 11: ABBEY OF ETERNAL NIGHT (EL 18)

The hall ahead descends into darkness and is utterly silent.

The Situation: These chapel rooms are the center of worship for the Dark Pilgrims on this level.

Creatures: Beginning with each session of Dark Rites, and lasting for a full hour afterward, 72 pilgrims gather here for their foul meditations.

- ☞ **Dark Pilgrim, Revered (8):** hp 58, see page 297.
- ☞ **Dark Pilgrim (64):** hp 40, see page 290.

Tactics: Since these rooms are permanently silenced the meditating clerics will have to rely on their weapons to escape if attacked. Half the Revered Dark Pilgrims will have cast freedom of movement before entering and will try to escape to call on additional forces.

Development: The room is entirely blanketed with permanent *deeper darkness*, and *silence* spells. The pilgrims perform their individual worships in this soundless, lightless environment.

Each group of eight pilgrims gathers together, with the Revered Dark Pilgrim sitting in the center of the circle. Like the others, he sits on a straw mat upon the floor. Each group of pilgrims is separated from the others by about 10 feet of space across both rooms.

DQT 12: RECORD ROOM (EL 13)

This room appears to be designed for administrative work.

The Situation: This room contains eight desks with a Dark Pilgrim sitting at each at all times. The pilgrims, who rotate in eight-hour shifts, are writing the history of Krynn according to Takhisis. They are striving desperately to finish before the Second Council of Highlords meets, but they will never make it.

Creatures: This room contains eight desks with a Dark Pilgrim sitting at each at all times.

- ☞ **Dark Pilgrim (4):** hp 40, see page 290.

Tactics: The pilgrims barely notice any distractions, but object loudly and strenuously if anything should force them to halt their work.

Development: Each pilgrim writes diligently on a long scroll and records a different period of Krynn's history. Some of the scrolls have been bound into books in one corner of the room, but many more are stacked carelessly about.

DQT 13: ARMY TREASURES (EL VARIES)

Twelve draconians stand at attention outside of a heavy iron door. They eye anyone that approaches with suspicion.

The Situation: Each of these rooms contains the payrolls for the appropriate Dragonarmy. The rooms are double-locked and guarded by a dozen members of the temple regiment at all times. Only the Highlords have the keys to the treasuries

Iron Door: 2 inches thick, Hardness 5, 60 hp, Break DC 28; Open Locks DC 40 (twice).

Creatures: Stationed before the doors are 12 guards from the appropriate unit for that door.

- ☞ **Red Watch Elite Sivak (12):** hp 87, see page 297.
- ☞ **Blue Watch Elite Sivak (12):** hp 87, see page 290.
- ☞ **Black Guard Elite Bozak (12):** hp 71, see page 289.
- ☞ **Green Regiment Elite Kapak (12):** hp 43, see page 293.
- ☞ **White Legion Elite Kapak (12):** hp 46, see page 299.

Tactics: These guards are suspicious of anyone approaching the door that is not with a Dragon Highlord. If officers from another army approach, they will be attacked on sight by half of the guards while the rest hang back and protect the door.

Treasure: Each treasury contains three large and one small locked chest. Each chest is trapped, as in DQT 2: Army Gates for that particular unit. For example, if a chest in the Red Army's treasury is opened without the key, and the trap has not been removed, the room fills with fiery dragon breath. In all cases, the traps affect everyone in the room.

The large chests contain 20,000 sp, 20,000 gp, and 20,000 stl, respectively. The small chest contains 500-1,100 (500 + 100d6) gems, worth an average of 50 stl apiece.

DQT 14: BALLROOMS (EL VARIES)

These elegant chambers are designed for celebrations.

The Situation: A raised gallery at one end contains seats for a small orchestra. The banners of the appropriate Dragonarmy are draped ostentatiously about the hall.

Creatures: Depending on the time (see below) this room can be inhabited by 2d6 officers of each army currently encamped about Neraka, twice that number for the army hosting the ball, and 5d6 street wenches and trollops.

☞ **Dragonarmy officer (varies):** hp 88, see page 292.

☞ **Draconian Dragonarmy officer (varies):** hp 71, see page 290.

Tactics: Should the heroes start a fight here, the officers in attendance will assume it is a brawl and begin to fight among themselves rather than work to capture the heroes. This may serve as a distraction or just a way to eliminate some Dragonarmy officers.

Development: Dragonarmy officers use these rooms for their affairs of class and culture. These quickly degenerate into drunken brawls. The rivalries that mark the taverns of Neraka are not absent from the ballrooms in the palace! Also, cultured ladies—an important ingredient of any high-class festivity—are rare in Neraka, so the officers usually make do with trollops picked up in the taverns. The chance of a fight breaking out during an officer's ball is only 25% of the chance in a tavern during Ribaldry, but the same procedure applies. The chance is never modified because of the time of day, however.

Starting at Late Watch on Day four, a ball is held in one of the ballrooms each night and lasts until Waking Hour. Present are 2d6 officers of each army currently encamped about Neraka, twice that number for the army hosting the ball, and 5d6 of the above-mentioned ladies. A cheap orchestra of drums, trumpets, pipes, and harps plays loud and fast music.

The balls occur at the following ballrooms: Day four—White; Day five—Green; Day six—Black; Day seven—Red (if evil wins).

TOWER LEVEL

The following locations are marked on the Dark Queen's Temple Tower map:

DQT 15-19: DRAGON HIGHLORD APARTMENTS (EL VARIES)

All of the Highlords maintain private apartments on the lower level of the temple tower.

The Situation: Each apartment is accessible via the towers connecting the various levels of the temple. The apartments are thickly carpeted, with plush armchairs, deep featherbeds, and several fireplaces.

The outer room is a combination sitting and dining room, and is equipped with a fine hardwood table and chairs, as well as comfortable couches arrayed around the fireplace. The next room is a spacious office, with a massive desk and a heavy metal strongbox.

Finally, the Highlord's bedroom and private lavatory and bath complete the apartment. As with the rest of the apartment, these are furnished in luxurious style.

Creatures: The towers are each garrisoned by six members of the Highlord's temple regiment at the same level as the apartments.

The Highlord is always present from Waking Hour until Fourth Watch, and is sleeping during these times. There is a 50% chance that the lord returns for a nap or to retrieve something from their apartment from Eighth Watch until Eleventh Watch.

☞ **Lord Toede:** hp 66, see page 240.

☞ **White Legion elite kapak (6):** hp 46, see page 299.

☞ **Salah-Kahn:** hp 80, see page 287.

☞ **Green Regiment elite kapak (6):** hp 43, see page 293.

☞ **Lucien of Takar:** hp 112, see page 286.

☞ **Black Guard elite bozak (6):** hp 71, see page 289.

☞ **Kitiara uth Matar:** hp 99, see page 241.

☞ **Blue Watch elite sivak (6):** hp 87, see page 290.

☞ **Emperor Ariakas:** hp 170, see page 282.

☞ **Red Watch elite sivak (6):** hp 87, see page 297.

Treasure: Any possessions that the Highlord does not have to carry with them through the temple will be located here, somewhere in their apartment.

DQT 15: TOEDE'S APARTMENT

Toede's apartment is filthy and unkempt, with boots, uniforms, and the like scattered all over. The desk is piled high with papers, most of them unread. Spilled bottles of wine add a sticky aspect to the mess.

DQT 16: LUCIEN'S APARTMENT

This apartment resembles Toede's in all respects.

DQT 17: ARIAKAS'S APARTMENT

The Emperor has decorated his dwelling with the heads of many of the creatures he has killed. His prize trophy is a small silver dragon's head.

The chambers are much neater than those of Toede or Lucien, and several bottles of wine are kept chilling in the office. When Ariakas returns to the apartment from a ball, he brings 1d3 trollops with him.

DQT 18: KITIARA'S APARTMENT

Kitiara's apartment contains nothing to indicate that it is the residence of the only female Highlord, except perhaps her custom-fitted plate mail uniforms. The rooms are, if anything, more practical and military than the other Highlord apartments. The papers on her desk are well-organized, with incoming dispatches neatly separated from outgoing.

Like Ariakas, Kitiara rarely returns from the ballroom alone. She will have company—usually a Dragonarmy officer—80% of the time.

DQT 19: SALAH-KHAN'S APARTMENT

The rooms of the Green Dragonarmy commander are decorated in somber, plain style. Incense burns constantly in small pots, giving the chambers a sickly sweet smell, and adding a smoky haze to the air. Small vials containing a variety of herbs and powders stand on the mantle; the Highlord uses them to mix a wide variety of intoxicating concoctions.

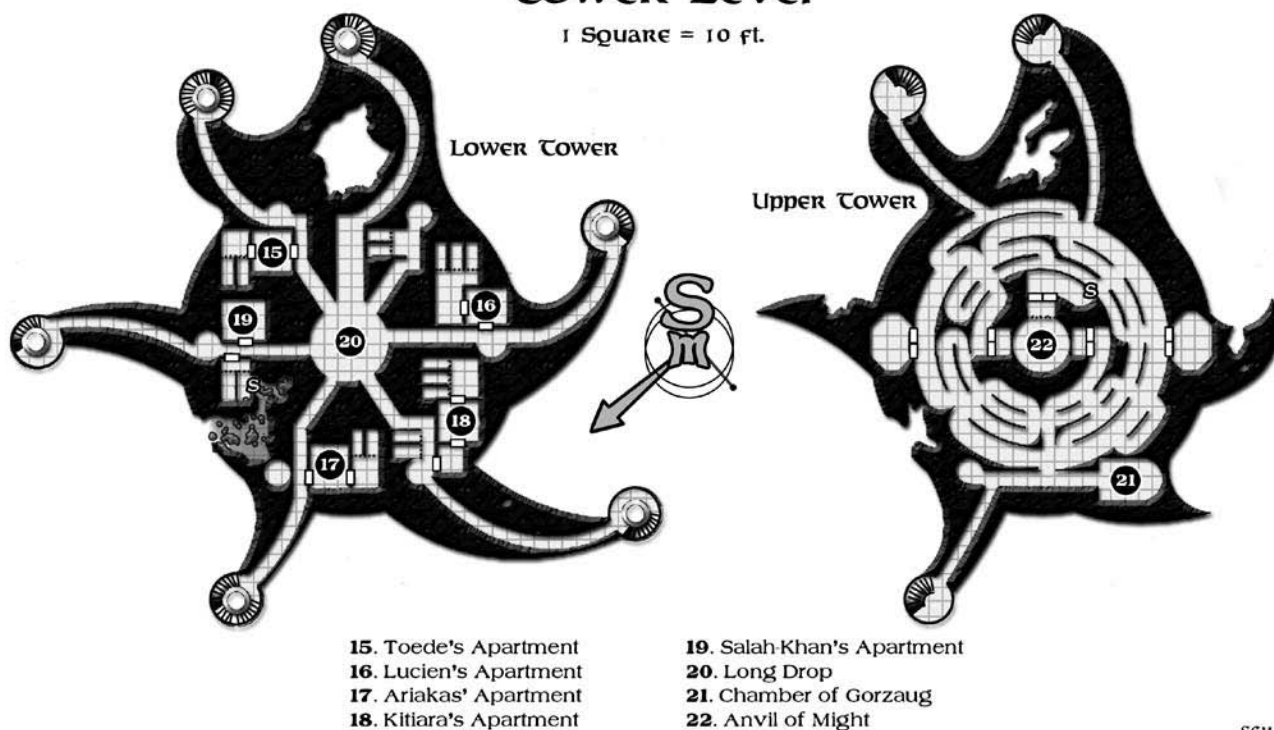
DQT 20: LONG DROP

The hall opens out into a large domed chamber. Six additional halls exit this room. On the floor is a massive intricate tiled mosaic pattern.

The Dark Queen's Temple

Tower Level

1 Square = 10 ft.



The Situation: The center portion of the tiled floor of this room is illusionary. The room opens up above DQT 7: **Council Chamber**. Voices from the chamber below can be heard echoing in here. They become clearer the further the heroes move toward the center. A 10-foot circle of solid flooring rings the room.

Development: Heroes stepping more than ten feet into the room must make a DC 25 Reflex save or fall through the illusionary floor. Anyone that has fallen through the floor takes 10d6 points of falling damage and lands at the base of the Dark Queen's portal.

DQT 21: CHAMBER OF GORZAUG (EL 14)

This chamber holds a massive bed with shredded sheets. Scattered about the room are humanoid bones and remains. The room reeks of death and decay. Against one wall lies a weapons rack crafted to hold six large swords.

The Situation: This room belongs to the lone minion of Takhisis that planned to accompany her onto Krynn before the gate was closed. Gorzaug now awaits the return of her queen in this room high atop the temple. The erinyes, one of Takhisis' handmaidens, appears to be an exotic and beautiful woman with indigo skin and hair in multi-colored braids, tied back away from her forehead with a bone clasp. Her wings are draconic, scaled in a myriad of dark shades, and she carries a huge mace that radiates evil.

Creature: Gorzaug, an erinyes handmaiden of Takhisis.

☞ **Gorzaug:** hp 142, see page 284.

Tactics: Gorzaug can sense any intrusion into her level of the temple, and stealthily emerges to ambush the intruders. Gorzaug will take her time to size up her enemy rather than rushing straight in. She also has no ability to use her summon

baatezu ability, here, as that power is denied her so long as the *dimensional anchor* is in place around the temple. If she is in danger of losing, she will flee and attempt to recruit aid from some of the Temple's other denizens. If she is killed, she shrieks and her body is consumed in a pillar of black fire, leaving behind only her magic weapons and armor.

DQT 22: ANVIL OF MIGHT

As the heroes enter this chamber read or paraphrase the following:

A portcullis blocks your entrance into this chamber. Beyond it you see a circular chamber, 40 feet in diameter. At the center of the room lies a massive bronze anvil. A huge hammer rests atop it.

The Situation: The portcullis is locked (DC 30) to open. The key to the portcullis is kept by the Revered Dark Pilgrims of the temple. Scatter at the edges of the room are fragments of metal and wood. A closer examination will reveal these are the remains of *dragonlances*. Those artifacts that are captured are brought here and destroyed.

Portcullis, iron: 2 in. thick, hardness 10, 60 hp, Break DC 25

This anvil is the only place where the gem worn by Berem can be destroyed. If he kneels at the side of the anvil, the stone will rest upon the bronze surface. If the ending of the epic you selected is *Death of the Gem* proceed to the scene **Death of the Gem** on page 226.

BATTLE OF NERAKA

The heroes' role in this conflict involves them finding a way into slip into Neraka to stop the Dark Queen from entering the world. The heroes that did not go on that particular mission were assumed to have joined the war effort with the forces of good. This sidebar details how that conflict outside Neraka unfolds. It is up to you if you would like to incorporate the Battle of Neraka into your own game.

At dawn on the seventh day, Gunthar's armies break camp and organize into battle columns. This organization is smooth and efficient. Soon, the columns are marching toward Neraka, eight miles distant.

At one hour past dawn, the Dragon Highlords muster their drunken, hung-over troops from their muddy tents. Amid much cursing and shouting, they form into ragged columns. The Blue and Red Armies are ready within an hour, and form columns of some straightness. They have a look of military order about them. The Green, Black, and White Armies mill about in confusion and disorder, only slowly gathering. After an hour, they are about half assembled.

The city of Neraka lies still and squalid this morning. The honor guard regiments of each Highlord, as well as a few other trustworthy troops, have been left behind to guard the walls, so the city is far from defenseless.

The sun beats upon the city, and the surrounding plain, with merciless intensity. Steam rises from the fetid sewers of the city and the many water-filled fissures of the plain. A stench of death seems to hang in the air already.

The differing conditions of the Whitestone forces and the Dragonarmies is offset by the fact that Gunthar's armies must march about twice as far as the evil troops to reach the battlefield. Kitiara and Ariakas have the Blue and Red Armies posted over the two converging roads from the north and the west, respectively, after an hour of marching. The two armies thus have several hours to rest while the Whitestone forces march to the field, and the other evil armies straggle out from Neraka.

The advancing Whitestone battle columns raise huge columns of dust. Dragons of gold, silver, brass, copper, and bronze swirl among the columns, while fast-moving units of light horse spread to either side. By midday, Gunthar's army has moved to a point less than a mile from the two armies deployed before him, but Lucien's Black Army has nearly moved into position between the Red and Blue forces. The Green Army straggles up the road toward the field, while the White Army is only now leaving the city.

At one hour past noon, the brass horns of the Whitestone armies fill the air with a martial clamor. Formed into phalanxes of the same color, the good dragons dive forward in five death-dealing columns. Bands of red, blue, and black dragons take to the air to meet the charges.

The thunder of charging cavalry carries all the way to the city walls as the Knights of Solamnia spearhead the assault on the ground. All across the front of the evil armies, the veteran troops absorb the shock of the charging hordes.

Gunthar attempts to break the back of the enemy resistance with his veteran troops, holding many of his units in reserve. While numerous, these reserves include many units of raw recruits who have never seen combat. The raging charge of the Knights, coupled with the overwhelming attacks of gold, brass, and copper dragons, breaks the Red Army after an hour of fighting.

The Red units flee toward Neraka, and sweeping charges of Knight cavalry carry the horsemen into the flank of the Black Army, sending those units scrambling to defend themselves.

But the Knights have expended themselves in their glorious charge. The Green Army arrives on the field after the battle has raged for 90 minutes, and is able to salvage the situation on the Dragonarmy's left. The addition of the green dragons to the fight in the skies proves enough to halt the rampages of the good dragons.

Too late, Gunthar sends his reserves forward. The fresh, but inexperienced, troops fight bravely for the most part, but cannot penetrate the reinforced defenses. Exhausted, the Whitestone forces fall back after three hours of fighting.

Finally, Toede's White Army arrives on the field. The hobgoblin sends his army into a half-hearted counterattack, supported by the Green Army and what is left of the Blue and Black forces.

Gunthar's exhausted legions, too tired to carry forth an attack, manage to hold the defensive position and shatter the attacking evil forces. Lurching back to their original positions, where they are joined by the remnants of Ariakas's rallied Red Army, the two forces end the battle in much the same positions as they started.

But in the fields and fissures between lie thousands of soldiers who will never fight again.



THINGS THAT HAPPEN IN THE DARK QUEEN'S TEMPLE

The following scenes take place in the Dark Queen's temple. Most of the scenes will explain when they should be run. Some correspond with the various possible endings, so it's possible that some may never be run at all.

Once the heroes reach the final scene, you should be ready with the appropriate ending for the epic based on the heroes' progress through **Chapter 12**. Refer also to the possible endings to determine which winning conditions, additional items, and characters will be required for the grand finale.

FIRST COUNCIL OF HIGHLORDS (EL —)

This scene occurs at sunset of Day six in the central chamber of the Dark Queen's temple.

The Situation: The intent of this council is to discuss strategy and to prepare for the arrival of the Queen. The First Council is also a rehearsal for the Second Council on the following night, when the Queen expects to enter the world of Krynn in all her glory. The entry of each regiment and lord, as well as the performance of each function on the agenda, is handled with much fanfare. Trumpets blast, and drums pound a deep chorus. The leader of the entire affair is the Hallkeeper (LE male human noble 12), who handles the various members diplomatically, with stilted politeness.

The Council Chamber is divided into six sections. Five of them have a throne for each of the five Highlords, while the sixth contains a raised dais where the Dark Queen's shadowy presence is generally visible. Before the ceremonial entry of the Highlords and their honor guards, six groups of Dark Pilgrims enter the chamber. One group enters from each of the areas between the thrones.

The Dark Pilgrims mutter prayers and blessings upon the chamber under the watchful eye of the Hallkeeper. Then they stand rigidly as if in meditation for the duration of the council. They do not leave until the Highlords and their honor guards have filed out.

The Highlord with the highest status is considered to be Emperor of the Dark Queen's domain. This is currently Ariakas. The rank of Dragon Emperor can be bestowed or removed at the whim of the Dark Queen during the Council, however, so the Emperor is always eager to move the proceedings along and get the council over with.

The council is a very formalized meeting and follows a detailed ritual. The steps of the ritual are as follows:

Entrance of the Honor Guards: Each Highlord maintains a regiment of draconians as a personal bodyguard. There are twenty draconians present as an honor guard for each of the five Highlords. The honor guards enter in the following order: White Legion, Black Regiment, Green Regiment, Blue Watch, and finally the Red Watch.

Entrance of the Highlords: After the honor guards have taken up their positions before the various thrones in the council chamber, each Highlord enters from the appropriate gate. The Highlord parades slowly around the chamber to the enthusiastic applause of his (or her) own honor guard, then slowly climbs the stairs to the throne.

The Highlords enter according to status, lowest ranking first. Their order is Toede (white), Lucien (black), Salah-Khan (green), Kitiara (blue), and the Emperor Ariakas (red). Each Highlord offers polite acknowledgments to the Highlords entering later.

As usual, the death knight, Lord Soth, accompanies Kitiara. He walks one step behind Kitiara at all times, unless ordered to take action against an enemy. None of the other Highlords welcome his presence, but the Queen has demanded it, so they do not protest.

The Swearing of Fealty: The Queen of Darkness cannot fully pass into the world of Krynn, but she appears on the central throne of the Council Chamber as a shadowy outline of her five-headed dragon form. At this point in the ceremony, the Highlords and their honor guards turn toward the Queen's throne, and declare their allegiance in a unified chorus: "All hail Takhisis, Queen of Darkness, and mistress of the world!"

Then each Highlord in turn swears his oath of fealty: "Takhisis, my Queen, my life is yours to command! Should you demand it, it is yours!"

Spoils for the Empire: Each Highlord, in the above order, is called upon to present a gift to the Emperor, at the Highlord's option.

Since the Queen is nearly always watching, the Highlords use this opportunity to try to outdo each other in the eyes of their leader. Any Highlord who can embarrass the others before the Queen gains increased status. The gifts presented by each Highlord in the First Council are listed below.

Toede: Chest containing 1,800 stl

Lucien: A huge white warhorse

Salah-Khan: The head of an elven prince of Silvanesti (a resistance leader)

Kitiara: A mounted *dragonlance*

Dark Justice: This is the point when any members of the Dragonarmies are brought forward and tried for crimes against their Queen or their Emperor.

During the first council, several human sergeants are dragged forth by members of the Red Watch. The Hallkeeper announces the charges: "These scum have been accused of concealing riches from the regimental tally!"

Ariakas then calls out: "Who accuses them?"

"I, your Excellency!" declares a huge ogre, striding forward from one of the hallways. The ogre is the captain of the regiment, and announces that he himself discovered the casks of ale that these men had concealed from their comrades.

Ariakas ignores the protestations of innocence made by the panic-stricken men. After listening to the captain, he pronounces sentence: "Take them to the dungeons! The Inquisitor shall have his way with them!" The men are quickly dragged from the chamber.

Orders Issued: Ariakas then speaks to the other Highlords, issuing military orders of great importance. At the first council, the orders are as follows: "Prepare your forces to march at an hour past the sunrise. The forces of Gunthar draw close upon the city. All five of our armies will take the field against him tomorrow, that we may grant our Queen a victory for her arrival upon Krynn!"

For the first time, the voices of all the occupants of the hall raise in a combined cheer.

Spontaneously, the draconians grunt, "Hail to Takhisis, Queen of Darkness!"

Adjournment: The Hallkeeper announces the departure of the lords, in reverse of the order of their arrival. After each Highlord has left the chamber, the Honor Guards are dismissed, also in reverse order of their arrival. The council is over.

SECOND COUNCIL OF HIGHLORDS (EL —)

This scene occurs on the sunset of Day Seven.

The Situation: The Highlords all leave the battlefield by Tenth Watch in order to return to the Temple and prepare for the Second Council, to be held at sunset on Day seven.

In general, the course of this council follows the same pattern described for the First Council. However, there are a few exceptions to this.

The Entry of the Honor Guards, Entry of the Highlords, and Swearing of Fealty all proceed exactly as the First Council. At the time of allotting presents to the Empire, however, the following gifts are made. The presents tend to be finer than those bestowed at the previous council, because each Highlord knows that the moment of the Queen's arrival is nigh, and each strives to make a very good impression.

Toede: A steel statue of Her Majesty, the Queen of Darkness

Lucien: A dozen casks of the finest Solanthian wine

Salah-Khan: A string of a dozen elven slaves, linked by platinum chain and collars

Kitiara: A prisoner taken on the field of battle that day—ideally, it is one of the player heroes who was not chosen to come along in this chapter. If no such character is appropriate, it is Lord Gunthar.

Dark Justice: During this session the Highlords accuse Toede of incompetence for the late arrival of his army on the field of battle against the forces of Good. The worthy hobgoblin will, of course, whine that his army had to move around the entire city before it could march toward the field of battle.

His defense will make no difference to the gathered lords. After a few minutes of pleading, Ariakas pronounces his sentence: "Take him to the dungeons! The Inquisitor shall work his magic upon him!"

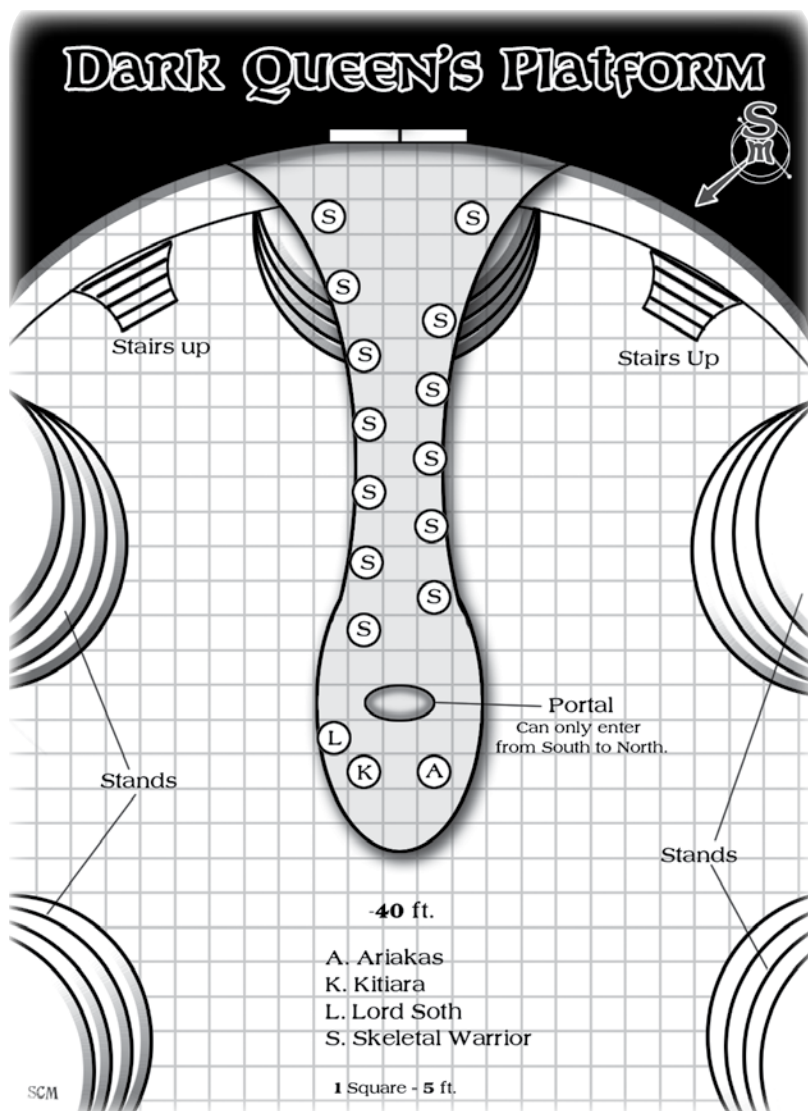
Groveling and scraping, Toede is led from the hall. Once the hobgoblin has been removed it is time for the Dark Queen to enter the world, proceed to the **Dark Queen's Entry**.

THE DARK QUEEN'S ENTRY (EL —)

This is the climax that the entire epic has been leading to which. This scene should be run if the ending selected was one of these four: **Fizban vs. the Queen of Darkness**, **Huma Returns from the Past**, **Sacrifice Self**, or **Berem Seals the Gate**. Read or paraphrase the following:

Emperor Ariakas, Highlord Kitiara Euth Matar, and Lord Soth and his skeletal warriors make their way down from their stations to the council room floor and climb back up to converge on the platform before the shadow of the Dark Queen. The skeletal warriors line the walkway leading to the portal while the three leaders continue to the end of the platform. As they arrive, each one bows reverently before the dark figure towering above them.

All eyes turn to the dais where her throne stands. The five-headed dragon is visible, as usual, in a shadowy and unearthly form. Now, however, a small circle appears in the air before her, directly over the throne. The circle swirls in fiery patterns of color, containing elements of red, blue, green, black, and white. Over the course of a minute, the circle grows to huge size. Anyone looking through the circle at the Dark Queen sees her, not as a shadowy image, but as a real and terrible five-headed dragon, with one head of each of the evil dragon's colors.





The Situation: The entrance of the Dark Queen into the world of Krynn will take place at one hour after sunset on Day 7 of this adventure, unless the heroes of good can somehow prevent Takhisis from passing through the gate. The success or failure of the heroes in their mission depends on their play of this scene.

Creatures: As this scene begins Ariakas, Kitiara, and Lord Soth are all standing in front of the portal. The heroes must find a way to get close enough to the portal, with a *dragonlance* in some cases, to enter. Any heroes attempting to drive the Dark Queen back to the Abyss must push her through the gate from south to north.

☞ **Kitiara uth Matar:** hp 99, see page 241.

☞ **Lord Soth:** hp 133, see page 285.

☞ **Soth's skeletal warriors (13):** hp 79, see page 294.

☞ **Emperor Ariakas:** hp 170, see page 282.

Tactics: This may well be one of the most difficult and dangerous encounters the heroes have yet faced. Their opponents outmatch them in most respects. You should play up the arrogance of Ariakas, the mocking and taunting of Kitiara, and the silent dread of Lord Soth in order to explain why the villains do not just exterminate the heroes outright. Each of these three selects one of the player heroes (or, if present, a powerful NPC) to deal with directly. Ariakas will always lead with spells before closing in and drawing his sword *Drakmatta*. Kitiara toys with her foe, although if anybody related to her (such as Raistlin or Caramon) is present, or if any character who has previously spent time with her as a favorite appears before her, she will spend a round or two trying to convince them to surrender to her in order for their friends to be spared. Lord Soth will stand between Kitiara and any other opponent, leaving her to deal with one hero at a time. Skeletal warriors will surround additional heroes who try to assist.

Although it is dramatic to allow the heroes some chance at success by fudging your dice rolls, you may not need to do so at this stage. Some of the heroes may fall in this battle, but there is every chance that one or more of them will reach the Portal with Fizban, Berem, or Waylorn (or alone) and bring about the ending.

While the above is going on, the other two Highlords present (Lucien and Salah-Khan) will be making every attempt to draw any accompanying heroes or their allies away from the portal and into the melee gathering in the hall. If you so choose, Lucien or Salah-Khan may single out a player hero for battle, too. Otherwise, you may assume that these two Highlords flee the chamber to deal with the battle above the city.

Development: Someone must pass through the Portal to the Abyss and prevent the Dark Queen from entering the world. This may be Fizban, Berem, Waylorn, or one of the heroes depending on the ending selected for this epic. If the heroes did not journey through Godshome and you randomly determined which character was Paladine or Huma then the sight of Takhisis makes the character realize who they are and what they must do to defeat the Dark Queen.

Once the appropriate hero steps through the portal refer to **Ending the Epic** on page 222 for specific details on what must be done to stop the Dark Queen. If the heroes fail, proceed to the scene **The Dark Queen Wins!** on page 222.

If the heroes are successful in thwarting the Dark Queen, read or paraphrase this.

A female voice screams in your head “I have been betrayed!”

You can feel the Dark Queen's anger beating into your mind, the rage and fear so strong it nearly splits your skull. You cry out in pain as a darkness flows out from the portal into the council hall. The darkness quenches every light. The council hall is plunged into pitch black dark. Hundreds of screaming voices call out from all over the hall as the seething fury and pain of the Dark Queen washes over everyone.

Then a heartbeat later the darkness is pulled back into the portal and the gate between the worlds closes. A hush falls over the council room. You have defeated Takhisis, Queen of Darkness.

Development: Ariakas, Kitiara, and Lord Soth are going to be furious and will seek to punish any of the heroes that remain behind once the portal is closed. How this fight goes it is largely up to you. The heroes have accomplished a great victory, so it may be disappointing to kill the rest of the party at this moment if the odds are stacked against them. From here until the end it could be played out as a struggle to escape the temple or as a heroic last stand. This all depends on your style of play and how you would like the epic to end.

Three rounds after the portal has closed proceed to the scene **The Dark Queen's Defeat** on page 221.

Using the Foundation Stone (EL —)

This scene occurs if the heroes have arrived with Berem to the chamber of the Foundation Stone and the epic is concluded with any ending except the **Death of the Gem or Berem and his Sister**.

If the ending selected is **Death of the Gem** and they entered the chamber with the Foundation Stone proceed to the scene **Betrayal of the Gem** on page 221.

If the ending is **Berem and his Sister** go to the section **Ending 5: Berem and his Sister** on page 226, else read or paraphrase the following:

At the sight of the twisted bejeweled column Berem casts a relieved glance at all of you and then with a cry of joy he leaps toward the jeweled column.

“Jasla, I am coming!” he cries.

As Berem nears the column, the green jewel in his chest begins to glow with a dazzling green energy. With the light, the pale, shimmering form of a woman appears inside the jeweled column. Dressed in a plain, leather tunic, she was pretty in a fragile, winsome way, very like Berem in the eyes that are too young for her face.

Berem stops and faces his sister, the sister he had murdered, the sister who had sacrificed herself so that here—and the world—might have hope.

“Jasla,” He whispers, spreading his arms, “Can you forgive me?”

The figure says in a soft melodic voice, “My brother, between us, there is nothing to forgive.” The image of Jasla spreads her arms wide in welcome, her charming face filled with peace and love.

With an incoherent cry of pain and joy, Berem flings himself into his sister’s arms. In doing so, Berem impales himself on the sharp edges of the column and screams out one last terrible scream, terrible—yet triumphant.

Berem’s body shakes convulsively and dark blood pours over the jewels of the column quenching their light.

If the ending selected is **Berem Seals the Gate** read or paraphrase the following:

As Berem breaths his last breath there is a powerful flash of bright light. Berem stands before you straight and tall, the weariness and fatigue gone from his face. It has now been replaced with a look of peace and determination.

“Jasla is free,” he states simply with a benevolent smile, “and now it is time for me to finish what I was meant to do.”

The Situation: Berem is actually Paladine and embracing the Foundation Stone has allowed the god to free the soul of Berem’s sister and recharge his powers to 100%. From here the companions must make their way to the Second Council of Highlords on Day seven. Berem is also now carrying the *Miceram*, the *Crown of Power*, which should come in quite useful for the battle against Takhisis (see sidebar, page 222.) He will offer it to the heroes to use as they see fit.

If the ending is any other ending read or paraphrase the following:

Berem’s body shakes convulsively and dark blood pours over the jewels of the column quenching their light. As Berem breaths his last breath. Two ghostly figures emerge from the column. It is Berem and his sister. They appear young and refreshed. Berem carries in his hands an object wrapped in fine silk.

“Thank you for all you have done. Now you must prevent the Dark Queen from entering this world so that others do not suffer under her evil reign.”

Then Berem hands you the package wrapped in fine silk and says “May this help you in your struggles against evil.”

The Situation: Berem and his sister are finally free of their torment. They gift the heroes with the legendary *Miceram*, known as the *Crown of Power* (see the sidebar on page 222.) From here the heroes must make their way to the Second Council of Highlords on Day 7 to complete their quest.

BETRAYAL OF THE GEM (EL —)

This scene occurs if the ending selected is **Death of the Gem**. Read or paraphrase the following.

At the sight of the twisted bejeweled column Berem casts a relieved glance at all of you and then with a cry of joy he leaps toward the jeweled column.

“Jasla, I am coming!” he cries.

As Berem nears the column, the green jewel in his chest begins to glow with a dazzling green energy. With the light, the pale, shimmering form of a woman appears inside the jeweled column. Dressed in a plain, leather tunic, she was pretty in a fragile, winsome way, very like Berem in the eyes that are too young for her face.

The frail woman speaks in a soft voice, “Berem you have returned. Why did you do this to me? How could you leave me behind? I told you not to take the jewel. I have suffered for so long in this torment. Please return the jewel and release me!”

Berem’s steps falter and his knees shake. He seems about to fall over, crushed from overwhelming guilt.

The Situation: The figure is not Jasla, but the Dark Queen. She is attempting to trick Berem into returning the gemstone so that the gate to the Abyss will open immediately and permanently.

If the heroes went through Godshome they will know that success lies in destroying the gem, not in returning it to the Foundation Stone. You can also have the heroes make a DC 20 Sense Motive to feel that something is not right with the situation. Additionally a DC 20 Knowledge (arcane) check can determine that re-inserting the stone will not prevent the gate from opening, but will do just the opposite and open it forever.

If Berem is not stopped, in two rounds he rushes forward and impales himself on the column, killing himself, and returning the gem to its proper place. If this is the case then the heroes hear a victorious shout in their minds and you can go to the scene **The Dark Queen Wins!** on page 222.

If Berem is stopped, he will struggle weakly, but will listen to the heroes, knowing in his heart that his sister would never treat him in such a fashion. As the heroes leave the room they hear a small voice, no more than a whisper, say to them “Seek out the Anvil of Might in the highest room of the Dark Queen’s Temple. It is there you shall be able to bring about the death of the gem and prevent the Dark Queen from entering the world.” Jasla is urging on the heroes from the grave.

THE DARK QUEEN’S DEFEAT (EL —)

If the heroes manage to succeed in their mission to defeat the Dark Queen read or paraphrase the following:

Your heart leaps with the knowledge that you have succeeded in your mission! However, the moment of triumph proves to be fleeting. All around you the walls of the temple groan and shake. Then the ground

begins to tremble. Small fissures appear on the walls and floors around you. The temple is crumbling before your eyes!

The Situation: The defeat of the Dark Queen destabilizes the temple's connection to this plane of existence. The temple immediately begins to tremble, shaking to its very roots. Everyone present, except of course the heroes, is preoccupied with escaping the doomed building. Parts of the ceiling, and supporting columns, begin to tumble free and fall into every room of the temple. Any individual in the temple stands a 20% chance per minute of being struck by debris. Heroes hit by debris might only be scraped by a small chunk of stone, or might be crushed under a falling column; to determine the amount of damage sustained, roll 1d12. The result is the number of d6s of damage the character sustains.

The exodus from the temple carries over into the streets of Neraka, as the entire city succumbs to earthquakes and tremors. Characters inside buildings in Neraka suffer damage exactly as calculated in the temple, starting one hour after the Queen is driven back through the portal.

Within an hour of the Dark Queen's defeat (or just as the heroes are fleeing through the chaos in the streets of Neraka) read or paraphrase the following:

The sound of an inhuman scream of agony soars throughout the city. Then with a great crack the Temple of Takhisis explodes. A blinding flash of light flashes like a new sun as pieces of the temple soar skyward, into the black sky above.

Development: Any characters still in the temple when it explodes die immediately; characters in the city suffer 6d6 points of damage from flying debris. They must also succeed on DC 25 Fortitude save or be permanently blinded.

THE DARK QUEEN WINS! (EL —)

If the heroes fail to succeed in their mission before the Dark Queen escapes the Abyss read or paraphrase the following:

You feel evil sweep over you and the chill realization that you have failed! The Dark Queen has entered the world and her evil presence fills the temple.

The Situation: The Dark Queen has succeeded and has entered the world fully. She orders her armies to search out and kill any intruders encountered in the temple.

Takhisis's evil presence has a renewing morale effect upon all of her armies, as well as serving to end the bickering among her minions. For the next week all Dragonarmy officers are granted a +2 sacred bonus to attacks, damage and saving throws while fighting in the name of the Queen of Darkness.

MICERAM

This is the legendary Crown of Power worn by the Kingpriests. Wearing it requires a DC 25 Will save each day to prevent the wearer's alignment shifting one degree toward chaotic evil along this progression: LG to NG to N to CN to CE. It grants its bearer a +5 deflection bonus to AC, a +5 resistance bonus to all saving throws, a +4 effective caster level (for purposes of spells per day and caster level), +4 to all Charisma-based checks (including turning checks), the ability to shed light in a 5-ft. radius (20 ft. radius as light spell for 1 round when any divine spell is cast) and the following spell-like abilities at a caster level equal to the wearer's character level +4:

3/day—*aid, bless, owl's wisdom, restoration, improved globe of invulnerability* (includes *shield* effect, radius 10 foot sphere)

1/day—*dictum, discern lies, dispel magic, wind wall*

In this adventure, if either the Sage or the Prophet places *Miceram* upon his or her head, they receive a vision of overcoming the Dark Queen and growing in power and influence; they must make an immediate DC 25 Will save or fall unconscious for 10 minutes. If they succeed, or when they regain consciousness, their spells and spell-like abilities against evil creatures and minions of the Dark Queen will gain a +1 bonus to save DCs.

As the evil goddess enters Krynn, she summons her consorts, five great wyrms dragons with maximum hit points that lair with her. These dragons lead the rest of the evil dragons in an all-out attack against the good dragons. Takhisis herself participates in this attack.

The good dragons are driven from Ansalon again, and now the forces of evil set out to annihilate their opposition wherever good may flourish. The end of light is near and, perhaps, inevitable.

ENDING THE EPIC

The Dragonlance Classic Campaign has a number of alternate endings allowing you to select, or let fate decide, how the epic will come to a close.

If the heroes visited Godshome then you have probably already arrived at a fate number to determine the end of the epic. If you haven't you can select one now or roll a 1d6 to determine how it will all end. Listed below are the various endings and pertinent details of each one.

ENDING 1: FIZBAN VS. THE QUEEN OF DARKNESS

In this ending, Paladine has been posing as the befuddled wizard known as Fizban. It is only through his divine intervention that the gate to the Abyss can be shut forever. However, he must do so in secret. The more spells he casts, the more likely the Dark Queen is to notice his approach and will prepare for his coming by sending her minions to

investigate. In addition to this, the more spells he casts, the the chance that he can defeat Takhisis and prevent her from entering the world will diminish.

To succeed, Fizban must be brought into the Council Chamber of the temple and, once there, pass into the portal to the Abyss as it opens. There he will make his stand against the Dark Queen and attempt to force her back into the Abyss. There is a base 100% chance that he is able to do this with his godly powers. However, every spell he casts as Fizban reduces his chance of success by a percentage equal to twice the total spell levels.

For example, if Fizban casts a 9th-level spell to get the heroes out of a terrible fix, his chance of defeating the Queen of Darkness is decreased by 18% and is now only 82%. If Fizban then also had to cast a 5th-level spell, the base chance would be reduced by 10% more to 72%. Because of the phenomenal energies required to push the Queen back onto her own plane of existence, Fizban only gains back 10% toward his chance of success for each day during which he casts no spells.

Continuing with the above example, if Fizban, now with a 72% chance of success, casts no spells for an entire day, his chances then go up to 82%.

IMPORTANT NPCs

Fizban: This is the aspect of Paladine. He must be delivered safely to the Council Chamber.

IMPORTANT ITEMS

Miceram, the Crown of Power—The heroes can obtain this artifact by delivering Berem to the Foundation Stone before they escort Fizban to the Council Chamber. Fizban does not need to use this item himself, but the heroes should be able to make good use of it in getting Fizban to the gate in the council chamber. See the sidebar on page 222.

IMPORTANT LOCATIONS

This ending would benefit from having the heroes first delivering Berem to the Foundation Stone (**TDL 13: The Foundation Stone**) before running the final battle against Takhisis. Then they must square off against the Dark Queen in the grand Council Chamber (**DQT 7: Council Chamber**).

SCENE: THE COMING LIGHT

This scene should be run as Fizban steps into the gate to the Abyss to prevent the Dark Queen from escaping. Read or paraphrase the following:

The old wizard stumbles a bit as he crosses the threshold from this plane of existence to the next. An abyssal wind rips the hat from his head and carries it out of the gate where it floats down to the floor of the council chamber.

The multi-headed dragon laughs and says to the wizard, You pitiful creature, all your attempts to imprison me have failed and now you will feel the wrath of my vengeance. The many heads breathe in to unleash a torrent of energy down upon the wizard that stands calmly chanting to himself.

Just as the dragon bows her heads down to attack, the wizard points both hands at the goddess and unleashes a flood of heavenly light and power.

Development: What happens next depends on one roll of the dice. Up until this point you should have been keeping a tally of the number of spells Fizban has cast and his percentage to recharge each day. This is Fizban's percentage chance to defeat the Queen of Darkness.

Do not reveal this number to the players. Ask the players to pick one person to make a percentage roll for Fizban. He needs to roll equal to or less than the number indicated. If they fail read or paraphrase the following, then proceed to the scene **The Dark Queen Wins!** on page 222

The Dark Queen is thrown back by the blast of light and begins to scream in rage. The voice of the queen reverberates inside your head threatening to split it open. Then with a roar of triumph the goddess steps forward menacingly.

Fizban crumbles to the ground expended from his attempt. The Queen of Darkness laughs and the red dragon head snakes down and grab's Fizban's body in its jaws before swallowing him whole. Paladine has failed. Takhisis steps through the gate victorious.

If the roll was successful read or paraphrase the following:

Fizban unleashes his power and crumbles to the ground exhausted. The Dark Queen seems unaffected and she roars in triumph. Paladine's power did nothing to the Queen of Darkness. She escaped uninjured!

Yet, just as the Dark Queen approaches the gate, she finds it closing rapidly, far too quickly for her to escape. Paladine closed the gate, sealing himself inside. Takhisis roars in defeat as the portal blinks from existence.

The Situation: Paladine succeeded in closing the gate. Now the heroes must face the repercussions of their victory. Proceed to the second boxed text section of the scene **The Dark Queen's Entry** on page 220.

ENDING 2: HUMA RETURNS FROM THE PAST

In this Ending, Waylorn Wyvernsbane, the ancient druid found in Silvanesti is actually the resurrected soul of Huma Dragonsbane of legend. He has within him the key necessary to drive the Dark Queen back into the Abyss and seal the gate forever.

To succeed, Waylorn must be brought to the Council Chamber and must have a *dragonlance*. Waylorn must pass into the portal with the Dark Queen and seal the portal from the other side.

IMPORTANT NPCs

Waylorn: Waylorn is Huma resurrected. He was the first one to imprison the Dark Queen and now it is up to him to drive her back into the Abyss again. Although to do this he must sacrifice himself in the process.

IMPORTANT ITEMS

Dragonlance: The heroes have had many chances throughout the campaign to obtain *dragonlances*. The hardest part may be trying to find a way to sneak it into the Dark Queen's temple. Waylorn must be bearing a *dragonlance* in order to drive the Dark Queen back from the gate.

Miceram, the Crown of Power: The heroes can obtain this artifact by delivering Berem to the Foundation Stone before they escort Waylorn to the Council Chamber. Waylorn does not need to use this item himself, but the heroes should be able to make good use of it in getting Waylorn to the gate in the council chamber. See the sidebar on page 222.

IMPORTANT LOCATIONS

This ending would benefit from having the heroes first delivering Berem to the Foundation Stone (**TDL 13: The Foundation Stone**) before running the final battle against Takhisis. Then they must square off against the Dark Queen in the grand Council Chamber (**DQT 7: Council Chamber**).

SCENE: HUMA RETURNS

This scene should be run as Waylorn steps into the gate to the Abyss to prevent the Dark Queen from escaping. Read or paraphrase the following:

Waylorn valiantly steps into the portal, a look of determination across his face.

You hear in you head, "Welcome to the Abyss, Huma. Paladine cannot protect you here. You are mine."

In a stern and commanding voice Waylorn says, "I'll give you one chance to surrender and go back to where you came from." Then he steadies the *dragonlance* and aims it at the center of the Dark Queen's manifest presence.

"You will fail this time, Huma. My power has grown too great. This temple is my home; Paladine is not here to save you."

Waylorn nods his head in agreement, "This I know. Paladine is not in this unholy place, but I am. And I am bearing his gift. I am his hand. I am a Knight of Solamnia. You are attempting to return to Krynn and I will not allow that to happen."

Then before your eyes a spectral armor covers Waylorn, shining with pure white light, and the druid-turned-knight charges forward, his lance crashing into the Dark Queen's body, piercing it. The goddess screams in agony and the shimmering image of the portal fades from view.

The Situation: Waylorn succeeded in closing the gate. Now the heroes must face the repercussions of their victory. Proceed to the second boxed text section of the scene **The Dark Queen's Entry** on page 220.

ENDING 3: SACRIFICE SELF

In this Ending, it is the power of self-sacrifice that is the key to closing the gate to the Abyss. One person must be willing to give their life to prevent the Queen of Darkness from entering the world. They must pass through the portal and keep the goddess from exiting. This act will trap themselves and the goddess forever.

To succeed at this, the character must be in the Council Chamber with a *dragonlance*. The character must present the *dragonlance* like a holy symbol, march through the gate, and keep the goddess at bay.

IMPORTANT NPCs

Fizban: Fizban is actually the god Paladine in disguise. He cannot interfere with Takhisis directly, but he can guide those mortals of Krynn who can affect the course of history. Fizban may serve as a useful distraction at an opportune moment. He may also be able to cast *eagle's splendor* on the hero that decides they must be the one to drive the evil goddess back.

IMPORTANT ITEMS

Dragonlance: The heroes have had many chances throughout the campaign to obtain *dragonlances*. The hardest part may be trying to find a way to sneak it into the Dark Queen's temple. Any hero making this attempt must be bearing a *dragonlance* and using it similar to a holy symbol to force back the Dark Queen.

Miceram, the Crown of Power: The heroes can obtain this artifact by delivering Berem to the Foundation Stone before they make their way to the Council Chamber. This item would be invaluable to the hero that will be making the attempt to force the Dark Queen back into the Abyss, especially because of its Charisma-enhancing properties. See the sidebar on page 222.

IMPORTANT LOCATIONS

This ending would benefit from having the heroes first delivering Berem to the Foundation Stone (**TDL 13: The Foundation Stone**) before running the final battle against Takhisis. Then they must square off against the Dark Queen in the grand Council Chamber (**DQT 7: Council Chamber**).

SCENE: A HERO'S FATE

This scene should be run as soon as the chosen player character arrives in front of the gate bearing a *dragonlance*. Read or paraphrase the following:

Looking into the portal you see a blasted barren landscape with a red sky. Towering above you looking down is a dragon with five heads, one of every color of evil dragon. The eyes of the dragons look at you hungrily and it begins to move forward.

The Situation: The hero, regardless of whether they normally able to turn undead, may make a turning check (1d20 plus Charisma bonus). A hero wearing *Miceram* gains a +4 sacred bonus. If the result of the turning check is 20 or more, have the player roll 2d6 plus character level plus Charisma bonus (including *Miceram*) for turning damage.

They need to deal 30 points of turning damage to drive the Queen back permanently, but they will also need to step through the Portal in the process. Once the portal has been closed it will be closed forever, trapping the hero in the Abyss with one very angry goddess.

If the hero fails the turning check, Takhisis breathes upon him or her, dealing 12d6 damage (acid, fire, cold, or electricity, determined randomly by 1d4). If the hero survives this, they may attempt the turning check on the following round. If the hero succeeded the turning check but did not manage to deal enough damage with their damage roll, they have a stalemate for that round. Takhisis deals 6d6 damage with her breath weapon, but the hero may make another turning check on the following round.

If Takhisis' breath weapons kill the hero, the heroes have failed; go to **The Dark Queen Wins!** on page 222.

If the heroes succeeded in closing the gate the rest of the heroes must face the repercussions of their victory. Proceed to the second boxed text section of the scene **The Dark Queen's Entry** on page 220.

ENDING 4: BEREM SEALS THE GATE

In this ending, Berem is actually the god Paladine who has taken the form of Berem to save the soul of Jasla and stop the Queen of Darkness from entering the world.

To succeed, Berem must be brought into the Council Chamber of the temple and there defeat the Queen of Darkness. There is a base 100% chance that he is able to do this. However, every time he takes damage on his journey from Godshome to the Council Chamber in the Dark Queen's Temple it reduces his chance of success by a percentage equal to half the damage received. For example, if Berem is involved in a conflict with the heroes against a dragon and he takes 37 points of fire damage, his chance of defeating the Queen of Darkness is decreased by 18% and is now only 82%. If Berem gets hurt again during the journey taking 20 more points, the base chance would be reduced by 10% more to 72%. Because of the phenomenal energies required to push the Queen back onto her own plane of existence, Berem only gains back 10% toward his chance of success for each day during which he takes no damage.

Continuing with the above example, if Berem, now with a 72% chance of success, is not damaged for an entire day, his chances then go up to 82%. The nature of this climactic battle is such that all those present in the Council Chamber are aware of the outcome.

The percentage chance for Berem to defeat the Queen of Darkness can be raised to 100% if the heroes first take him to the Foundation Stone and he presses his chest against it. This will not remove the gem but it will restore Paladine back to full power to face off against the Dark Queen.

IMPORTANT NPCs

Berem: Berem is actually the god Paladine in disguise. He must be present to face off against the Queen of Darkness.

IMPORTANT ITEMS

Miceram, the Crown of Power: The heroes can obtain this artifact by delivering Berem to the Foundation Stone before they make their way to the Council Chamber. This item could prove helpful in getting Berem to the gate in the Council Chamber. See the sidebar on page 222.

IMPORTANT LOCATIONS

This ending would benefit from having the heroes first delivering Berem to the Foundation Stone (**TDL 13: The Foundation Stone**) before running the final battle against Takhisis. Then they must square off against the Dark Queen in the grand Council Chamber (**DQT 7: Council Chamber**).

SCENE: THE EVERMAN VS. THE QUEEN OF DARKNESS

This scene should be run as Berem crosses the gate into the Abyss. Read or paraphrase the following:

Berem steps into the portal before the Dark Queen. Although he is standing tall and straight he still looks amazingly small against the towering figure of the goddess.

"So you have been delivered unto me." You hear in your head. "Now that you are here I can ensure my victory. With that stone I can complete my temple and escape this hell once and for all."

Berem shakes his head sadly and says, "Dear sibling, will you never learn?" Pulling away his shirt, Berem reveals that the gem in his chest is no longer green, but pure white. It begins to glow and a radiant beam of energy explodes from the gem.

Development: What happens next depends on one roll of the dice. Up until this point you should have been keeping a tally of the number of hit points of damage Berem has taken since the journey from Godshome. This is Berem's percentage chance to defeat the Queen of Darkness. Of course if the heroes visited the Foundation Stone and have not taken any damage since then, Berem will be at 100% chance to defeat the Queen of Darkness.

Do not reveal this number to the players. Ask the players to pick one person to make a percentage roll for Berem. He needs to roll equal to or less than the number indicated. If they fail read or paraphrase the following then proceed to the scene **The Dark Queen Wins!** on page 222:

The Dark Queen is thrown back by the blast of light and begins to scream in rage. The voice of the queen reverberates inside your head threatening to split it open. Then with a roar of triumph the goddess steps forward menacingly.

Berem crumbles to the ground expended from his attempt. The Queen of Darkness laughs and the red dragon head snakes down and grabs Berem's body in her jaws before swallowing him whole. Paladine has failed. Takhisis steps through the gate victorious.

If the roll was successful read or paraphrase the following:

Berem unleashes his power and crumbles to the ground exhausted. The Dark Queen seems unaffected and she roars in triumph. Paladine's power did nothing to the Queen of Darkness. She escaped uninjured!

Yet, just as the Dark Queen approaches the gate, she finds it closing rapidly, far too quickly for her to escape. Paladine closed the gate sealing himself inside. Takhisis roars in defeat as the portal blinks from existence.

The Situation: Paladine succeeded in closing the gate. Now the heroes must face the repercussions of their victory. Proceed to the second boxed text section of the scene **The Dark Queen's Entry** on page 220.

ENDING 5: BEREM AND HIS SISTER

In this Ending, Berem Everman must travel to the Foundation Stone chamber and replace the green gemstone by placing his chest against the Foundation Stone. It is through this act that Berem is reunited with his sister and it makes the temple a holy place. This closes the gate through which the Dark Queen is attempting to pass through forever, thus foiling her plans for entering the world and cutting off her influence to the Dragonarmies.

IMPORTANT NPCs

Berem: Berem Everman must be present in order for this ending to succeed.

IMPORTANT LOCATIONS

This Ending takes place at the Foundation Stone (TDL 13: **The Foundation Stone**).

SCENE: BEREM AND HIS SISTER

This scene should be run as Berem is taken to the chamber of the Foundation Stone. Read or paraphrase the following:

At the sight of the twisted bejeweled column Berem casts a relieved glance at all of you and then with a cry of joy he leaps toward the jeweled column.

"Jasla, I am coming!" he cries.

As Berem nears the column, the green jewel in his chest begins to glow with a dazzling green energy. With the light, the pale, shimmering form of a woman appears inside the jeweled column. Dressed in a plain, leather tunic, she was pretty in a fragile, winsome way, very like Berem in the eyes that are too young for her face.

Berem stops and faces his sister, the sister he had murdered, the sister who had sacrificed herself so that he—and the world—might have hope.

"Jasla," He whispers, spreading his arms, "Can you forgive me?"

The figure says in a soft melodic voice, "My brother, between us, there is nothing to forgive." The image of Jasla spreads her arms wide in welcome, her charming face filled with peace and love.

With an incoherent cry of pain and joy, Berem flings himself into his sister's arms. In doing so, Berem impales himself on the sharp edges of the column and screams out one last terrible scream, terrible—yet triumphant.

Berem's body shakes convulsively and dark blood pours over the jewels of the column quenching their light.

Everything grows deathly quiet and still.

Then, in your head, you hear a scream of anguish saying "I have been betrayed!" that makes your head feel as if it may split. The twisted blackened jeweled column starts to shift and straighten. The darkness falls away and the column stands straight and tall. A feeling of peace fills the room and you feel the rage of that voice subsiding in your head until it fades to nothing.

The Situation: The heroes have succeeded in permanently shutting the gate to the Abyss thereby preventing the Queen of Darkness from entering the world. Proceed to the scene **The Dark Queen's Defeat** on page 221.

ENDING 6: DEATH OF THE GEM

In this ending, placing the gem in the Foundation Stone will permanently open the gate! This is exactly the opposite of the familiar use of the gem in the novels. This is why the Dark Queen has been hunting Berem.

To succeed, the heroes must discover the gem's true purpose and destroy it. To do this, the heroes must first bring Berem to the Foundation Stone and then take him to the Anvil of Might located at the top of the Dark Queen's Temple.

IMPORTANT NPCs

Berem: The green gemstone in Berem's chest must be destroyed. This can only be done with the use of the Hammer and the Anvil of Might.

IMPORTANT ITEMS

Hammer and Anvil of Might: These tools were specifically designed to destroy items of magical power. Takhisis had them brought to the tower when she first learned that *dragonlances* had been uncovered and her Dark Pilgrims have used the items to break many captured *dragonlances* since.

IMPORTANT LOCATIONS

This Ending would benefit from having the heroes first delivering Berem to the Foundation Stone (TDL 13: **The Foundation Stone**) before running the final battle against Takhisis. Then they must square off against the Dark Queen in the grand Council Chamber (DQT 22: **Anvil of Might**).

SCENE: DEATH OF THE GEM (EL —)

Run this scene if the heroes have made it into DQT 22: **Anvil of Might**. Read or paraphrase the following:

At the sight of the great anvil Berem heaves a sigh of relief and despair. He kneels before the anvil as if kneeling at a gallows. He presses his chest against the side of the anvil forcing the stone into a position just above the edge, enough for a blow of the heavy hammer.

"Strike true and strike swift my friends. I am ready for this to end. Thank you."

The Situation: Someone with at least 14 Strength must deliver a single blow with the *Hammer of Might*. There is no attack roll, but 20 points of damage must be dealt to the gem. The *Hammer of Might* acts as a *mace of smiting* (+3 star metal heavy mace). Once the gem has received 20 points of damage the gem shatters, unleashing a wave of magical energies, and Berem collapses, freed at last by death.

Everyone within 30 feet of Berem must make a DC 28 Fortitude save or take 12d8 points of damage from the pent up energies of the gem (save for half). Half of the damage from the gem is divine and the other is force damage. Anyone failing the save is knocked prone. As soon as the heroes have destroyed the gem proceed to **The Dark Queen's Defeat** on page 221.

EPilogue

If the heroes did not defeat the Queen of Darkness, there is no epilogue for them. They will have died in their attempt, or they are on the run from the might of the Dragon Empire and their journey continues. But for those who succeeded and survived the destruction of the Temple of Darkness and the Dark Queen's armies, read or paraphrase the following:

All that night you keep watch together beneath a clump of gnarled trees waiting for dawn. Weary and wounded, you can not sleep, you know the danger has not completely ended.

From your vantage point, you can see bands of draconians fleeing the armies. Freed from the wrath of the dark goddess, most would soon turn to robbery and murder to ensure their own survival. There are still Dragon Highlords and those loyal warriors that choose to follow them. Perhaps there are other evils to contend with, evils more powerful than the Dragonarmies.

But for now, there are a few moments of peace. With the dawn you will have to make your way across a land filled with draconians, evil dragons, and bandits, but nothing you can't face considering the task you just completed.

As dawn begins to approach you look into the sky and notice that the storm clouds are passing and the stars appear. Most noticeable is the fact that the black voids of the Dark Queen and the Valiant Warrior are once again filled with stars. Once again, the Valiant Warrior—Paladine—the Platinum Dragon—has taken his place in one half of the night sky while opposite him appears the Queen of Darkness. And so they resume their endless wheeling, one always watchful of the other, as they revolve eternally around Gilean, God of Neutrality, the Scales of Balance.

With the coming of the new day, as a hint of pink and yellow emerge from the dark purple of the night, you realize that you have done some good in the world, and that this is not the end, but the beginning of something better.

After three adventure books, adding up to thirteen chapters, filled with hundreds of scenes and set in dozens of fantastic locations, your players have reached the end of the story. But, as always, there are new stories arising in the lands of Krynn: new villains, new challenges, and perhaps even new heroes to rise up against them. For now, however, we at Margaret Weis Productions hope you have enjoyed this adaptation of *Dragons of Spring*, the third and final book in the original *Dragonlance Classics* saga.

So, where to now? Drawing on the many characters, personalities, locations, and references in these adventures, and with the *War of the Lance Sourcebook* at your disposal, you may choose to continue the adventures of the Heroes of the Lance. After all, there's a good chance not all the Dragon Highlords were defeated. Some may have escaped, preparing to regroup. You may decide to make use of the *Legends of the Twins* sourcebook to sketch out a new campaign set during the events of the Legends trilogy, especially if Kitiara survived the end. You might even decide to flash forward a few decades, allowing the players to take the roles of the children of these heroes and playing out the events of the Chaos War as described in *Dragons of a Summer Flame*. It's up to you!

Until then, celebrate the victories of a handful of brave heroes who came out of nowhere to save the world of Krynn, and look to the future. Long live the Lance!

APPENDIX ONE: MONSTERS, MAGIC, AND MEN

This appendix contains all of the statistics blocks needed to run *Dragons of Spring*. The stat blocks are divided into five chapters, and within each chapter they are further separated into “Leaders and Personalities” and “Minions, Monsters, and Minor Characters.” Within the text of the adventure, page references will direct you to this Appendix so that you can quickly locate the NPC or monster you need without searching for it.

SCALING THE ADVENTURE

Because this adventure has been designed to accommodate both a large group of heroes and a standard 4-party group, there are places where the opposition may not seem appropriate for the specific heroes your players have chosen. In these cases, it is a simple enough matter to increase or decrease the number of foes to better approximate the level of challenge they can confront. You should also feel free to add or remove character class levels from foes, introduce new or additional creatures, or tweak their statistics to include rules from other d20 sourcebooks as you like. One key thing to remember is that you are the only person who can truly know what will work best for your group. Try the adventure as written, and if things need adjusting, go ahead and make changes.

CHAPTER 9: DREAMS

LEADERS AND PERSONALITIES

CYAN BLOODBANE

Male ancient green dragon

LE Gargantuan dragon (air)

Aura frightful presence (300 ft, HD 31 or less, Will DC 31 negates)

Init +0; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; Listen +42, Spot +42

Languages Common, Draconic, Elven, Sylvan, Ogre

AC 37, touch 6, flat-footed 37

hp 442 (32 HD); **DR** 15/magic

Immune acid, *sleep*, paralysis

SR 27

Fort +25, **Ref** +18, **Will** +23

Spd 40 ft.; fly 200 ft. (clumsy); swim 40 ft.

Melee Bite +40 (4d6+12) and 2 claws +35 (2d8+6) and 2 wings +35 (2d6+6) and tail slap +35 (2d8+18)

Space 20 ft; **Reach** 15 ft (20 ft with bite)

Base Atk +32; **Grp** +56

CR 21

Atk Options crush (20 ft., Medium or smaller 4d6+18, Reflex DC 33 or pinned)

Special Actions breath weapon (60 ft. cone, damage 20d6 acid, Reflex DC 33 for half, usable every 1d4 rounds), Snatch (Medium or smaller, bite 4d6+12/round or claw 2d8+6/round), tail sweep (2d6+18, Reflex DC 33 half)

Sorcerer Spells Known (CL 13th, +40 melee touch, +28 ranged touch, spell pen +15)

6th—(4/day) *eyebite* (DC 21), *true seeing*

5th—(7/day) *cone of cold* (DC 20), *feeblemind* (DC 20), *hold monster* (DC 20)

4th—(7/day) *bestow curse* (DC 19), *contagion* (DC 19), *greater invisibility*, *hallucinatory terrain* (DC 19)

3rd—(7/day) *clairaudience/clairvoyance*, *dispel magic*, *haste*, *tongues*

2nd—(7/day) *cat's grace*, *darkness* (DC 17), *detect thoughts*, *magic mouth*, *web* (DC 17)

1st—(8/day) *alarm*, *expeditious retreat*, *magic missile*, *shield*, *true strike*

0—(6/day) *arcane mark*, *dancing lights* (DC 15), *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *resistance*

Spell-like Abilities (CL 13th)

3/day—*dominate person* (DC 20), *suggestion* (DC 18)

1/day—*plant growth*

Abilities Str 35, Dex 10, Con 25, Int 24, Wis 21, Cha 20

SQ Water Breathing

Feats Alertness, Deceitful, Empower Spell, Hover, Improved Counterspell, Magical Aptitude, Negotiator, Persuasive, Snatch, Spell Penetration, Wingover

Skills Bluff +29, Concentration +42, Diplomacy +48, Disguise +15 (+17 in character), Escape Artist +35, Forgery +17, Hide +23, Intimidate +39, Knowledge (arcana) +42, Knowledge (nature) +24, Knowledge (nobility and royalty) +25, Listen +42, Move Silently +30, Sense Motive +42, Spellcraft +28 (+30 scrolls), Spot +42, Survival +5 (+7 above ground), Use Magic Device +16 (+18 scrolls)

ERITHALAS GREENSHEAF

CR 8

Male Silvanesti elf vampire ranger 6 of Morgion

CE Medium undead (augmented humanoid [elf])

Init +10; **Senses** darkvision 60 ft., low-light vision; Listen +21, Spot +21

Languages Common, Elven, Ogre

AC 25, touch 16, flat-footed 19; **Dodge**

hp 54 (6 HD); fast healing 5; **DR** 10/silver and magic

Immune *sleep*, undead traits

Resist cold 10, electricity 10, turn resistance +4; **Endurance**

Fort +5, **Ref** +13, **Will** +4 (+6 against enchantments)

Weakness vampire weaknesses

Spd 30 ft.

Melee mwk short sword +12/+7 (1d6+5/19-20) or slam +11 (1d6+5 plus energy drain) or

Ranged +1 ogre bane shortbow +14/+9 (1d6+1/x3) or

+1 ogre bane shortbow +10 (2d6+2/x3) with Manyshot or

+1 ogre bane shortbow +12/+12/+7 (1d6+1/x3) with Rapid Shot

Base Atk +6; **Grp** +11

Atk Options Combat Reflexes, energy drain, favored enemy ogre +4, favored enemy elf +2, improved combat style (archery), Point Blank Shot, Precise Shot
Special Actions blood drain, children of the night, dominate (30 ft, as *dominate person*, Will DC 13 negates)
Ranger Spells Prepared (CL 1st)
 1st—*alarm*, *entangle* (DC 13)

Abilities Str 20, Dex 23, Con —, Int 15, Wis 14, Cha 8
SQ alternate form, create spawn, gaseous form, spider climb, wild empathy
Feats Alertness, Combat Reflexes, Dodge, Endurance^B, Improved Initiative, Lightning Reflexes, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (shortbow)
Skills Bluff +7, Climb +14, Hide +23, Jump +14, Listen +21, Move Silently +23, Search +10, Sense Motive +10, Spot +21, Survival +11
Possessions +1 ogre bane shortbow, +1 leather armor, mwk short sword

KIIREN

CR 5

Female sirine

CN Medium Fey (aquatic)

Monster Manual II (sirine)

Init +4; **Senses** low-light vision; Listen +3, Spot +3

Languages Aquan, Common, Elven

AC 17, touch 17, flat-footed 13; **Dodge**

hp 14 (4 HD)

Fort +1, **Ref** +8, **Will** +7

Spd 30 ft.; swim 30 ft.

Melee shortsword +2 (1d6/19-20) or

Melee touch +2 (1d4 Int)

Base Atk +2; **Grp** +2

Special Actions soothing touch

Spell-like Abilities (CL 11th):

At will—*charming song* (CL 2nd)

1/day—*fog cloud*, *greater invisibility*, *polymorph*

Abilities Str 10, Dex 18, Con 11, Int 13, Wis 16, Cha 17

Feats Dodge, Combat Expertise

Skills Concentration +7, Handle Animal +11, Heal +10, Hide +11, Perform (dancing) +14, Perform (singing) +14, Perform (flute) Survival +10, Swim +15

Possessions short sword

Soothing Touch (Su) Kiiren can use her touch to restore

1d6 points of Intelligence that she or any other sirine has previously drained.

Charming Song (Sp) As *charm person*, except that it lasts for 11 hours and it affects every creature that hears it.

PHLEGRAEUS NORTHWIND, CENTAUR LEADER

CR 7

Male centaur barbarian 4

CN Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft; Listen +8, Spot +8

Languages Common, Sylvan; illiterate

AC 16, touch 10, flat-footed 15; uncanny dodge

hp 75 (8 HD)

Fort +9, **Ref** +6, **Will** +6

Spd 60 ft. (fast movement); base 50 ft.

Melee* +1 *shortspear* +11/+6 (1d8+10) and 2 hooves +4 (1d6+7)

Ranged mwk longbow +9/+4 (1d8)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +18

* includes adjustments for a 4-point Power Attack

Atk Options Cleave, Power attack, rage 2/day (9 rounds)

Combat Gear *oil of magic weapon*, *potion of cure light wounds* (2), *oil of flame arrow*

Abilities Str 23, Dex 12, Con 19, Int 11, Wis 12, Cha 12

SQ trap sense +1

Feats Cleave, Power Attack, Weapon Focus (shortspear)

Skills Knowledge (nature) +6, Listen +8, Move Silently +4, Spot +8, Survival +8

Possessions combat gear plus +1 *leather armor*, +1 *shortspear*, mwk longbow, quiver with 20 arrows, ram's horn

Rage (Ex) Once he enters into a rage his statistics change as follows:

hp 91

AC 15, touch 8, flat-footed 13

Fort +11, **Will** +8

Melee +1 *shortspear* +17/+12 (1d8+8) and 2 hooves +11 (1d6+4)

Grp +20

Abilities Str 27, Con 23

RIVANNA THANTOLLON

CR 12

Female Silvanesti elf ghost noble 10

LG Medium undead (incorporeal)

Init +5; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +23, Spot +22

Languages Elven

AC 16, touch 16, flat-footed 15

hp 90 (10 HD)

Immune undead traits

Resist *sleep*, turn resistance +4

Fort +3, **Ref** +8, **Will** +12

Spd fly 30 ft. (perfect)

Melee corrupting touch +8 (1d6+1 plus 1d4 ability damage) (against ethereal opponents) or

Melee corrupting touch +8 (1d6 plus 1d4 ability damage) (against non-ethereal opponents)

Base Atk +7; **Grp** +8

Atk Options draining touch, frightful moan

Abilities Str 12, Dex 13, Con —, Int 10, Wis 16, Cha 21

SQ bonus class skill (Spot), **coordinate**+2, favor +3, incorporeal traits, inspire courage 3/day, manifestation, rejuvenation, telekinesis

Feats Alertness, Improved Initiative, Iron Will, Negotiator

Skills Bluff +15, Diplomacy +17, Hide +9, Intimidate +7, Listen +23, Search +10, Sense Motive +15, Spot +22

SMOLDER

CR 7

Male young red dragon

CE Large dragon (fire)

Init +4; **Senses** darkvision 120 ft, keen senses, blindsense 60 ft; Listen +14, Spot +14

Languages Common, Draconic, Nerakese

AC 21, touch 9, flat-footed 21

hp 123 (13 HD)

Immune fire, *sleep*, paralysis

Fort +11, **Ref** +8, **Will** +9

Spd 40 ft., fly 150 ft. (poor)

Melee bite +20 (2d6+7) and 2 claws +15 (1d8+3) and 2 wings +14 (1d6+3) and tail slap +14 (1d8+10)

Base Atk +13; **Grp** +24

Atk Options Cleave, Power Attack

Special Actions breath weapon (40 ft cone of fire, 6d10 fire damage, Reflex DC 19 for half, usable every 1d4 rounds)

Sorcerer Spells Known (CL 1st)

1st—(4/day) *endure elements*, *mage armor*

0—(5/day) *detect magic*, *detect poison*, *read magic*, *resistance*

Abilities Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12
Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Skills Appraise +14, Bluff +14, Escape Artist +13, Intimidate +14, Jump +20, Listen +14, Search +14, Spot +14

Minions, Monsters, and Minor Characters

ADVANCED CATOBLEPAS

CR 9

N Huge aberration

Monster Manual II (catoblepas)

Init +1; **Senses** darkvision 60 ft, scent; Listen +5, Spot +5

AC 19, touch 9, flat-footed 18

hp 96 (9 HD)

Fort +8, **Ref** +4, **Will** +7

Spd 30 ft.

Melee tail slam +12 (1d6+12 plus stun)

Space 15 ft; **Reach** 10 ft

Base Atk +6; **Grp** +22

Atk Options Improved Bull Rush, Improved Overrun, Power Attack

Special Actions death ray (+5 ranged touch)

Abilities Str 26, Dex 13, Con 21, Int 2, Wis 13, Cha 8

Feats Improved Bull Rush, Improved Overrun, Power Attack, Toughness

Skills Jump +10, Hide -7, Listen +5, Spot +5, Survival +3

Death Ray (Su) A thin green ray, out to 160 ft. Any living creature struck must make Fort save or die (Fort DC 19 to take 5d6 instead). 1d4 round before re-used.

Stun (Ex) Living creatures hit with tail must make Fort save or become stunned for 1 round (DC 18 negates).

ARCANE OOZE

CR 9

N Huge ooze

Monster Manual III (arcane ooze)

Init -5; **Senses** blindsight 60 ft; Listen -5, Spot -5

AC 3, touch 3, flat-footed 3

hp 202 (15 HD)

Immune magic, ooze traits

Fort +13, **Ref** +0, **Will** +0

Spd 20 ft., climb 20 ft.

Melee slam +15 (2d6+6 plus 2d6 acid)

Space 15 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +25

Atk Options improved grab

Special Actions constrict (2d6+9 plus acid 2d6)

Abilities Str 22, Dex 1, Con 26, Int -, Wis 1, Cha 1

SQ acid, spell siphon

Skills Climb* +14

Spell Siphon (Su) Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 25 Fortitude save or lose a random spell of the highest spell level he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 x the level of the lost spell. These temporary hit points are lost after 1 hour."

Immunity to Magic (Ex) Arcane oozes are immune to any spell that allows spell resistance. Magical electricity attacks increase the arcane ooze's land speed as if it were affected

by the *haste* spell for 3 rounds. Magical acid attacks heal the arcane ooze by an amount equal to half the acid damage the spell would have caused.

Skills *Arcane oozes have a +8 racial bonus on Climb checks and can always take 10 on a Climb check, even if rushed or threatened.

BLOODRAGER GIANT EAGLES

CR 5

NE Large magical beast

Bestiary of Krynn, Revised (bloodrager template)

Init +3; **Senses** darkvision 60 ft, low-light vision; Listen +5, Spot +14

Languages Auran, Common

AC 18, touch 12, flat-footed 15

hp 34 (4 HD); **DR** 5/magic

Immune disease, poison

Fort +7, **Ref** +7, **Will** +2; evasion

Spd 20 ft., fly 90 ft. (average)

Melee 2 claws +9 (1d8+6 plus disease) and bite +4 (2d6+3 plus disease)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Special Actions rage (7 rounds)

Abilities Str 22, Dex 17, Con 16, Int 10, Wis 12, Cha 10

Feats Alertness, Flyby Attack

Skills Knowledge (nature) +2, Listen +5, Sense Motive +3, Spot +14, Survival +2

Blood Fury (Su) The bloodrager's natural attacks confer a supernatural disease to any living creature that is not an animal, magical beast or vermin that is susceptible to disease (Fort DC 15, incubation 1d3 days, damage 1d3 Con & Wis). Against animals, magical beasts or vermin that fail the save, they will transform into a bloodrager within 1d3 days unless treated with a *cure disease* spell. Once complete the transformation cannot be undone short of using a *wish*.

Rage (Ex) Once injured, the bloodrager enters into a rage it's statistics change as follows:

hp 38

AC 16, touch 10, flat-footed 13

Fort +8 **Will** +3

Melee 2 claws +10 (1d8+7 plus disease) and bite +5 (2d6+3 plus disease)

Abilities Str 24, Con 18

Skills Bloodrager giant eagles gain a +4 racial bonus on Spot checks.

DREAMSHADOW ANIMATED DRAGONLANCES

CR 4

N Medium construct (dream)

Towers of High Sorcery (dreamshadow template)

Init +0, **Senses** darkvision 60 ft., low-light vision; Listen -, Spot -

AC 14, touch 10, flat-footed 14

hp 31 (2 HD); **Hardness** 17

Immune construct traits, dream traits

Fort +0, **Ref** +0, **Will** -5

Spd 30 ft., fly 30 ft. (average)

Melee slam* +4 (1d8+3 plus 1 Wis) or

Melee slam* +6 (1d8+3 plus 2d6 plus 1 Wis) against dragons

*all damage is illusionary

Base Atk +2; **Grp** +3

Abilities Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1

Feats Improved Natural Attack (slam)^b

DREAMSHADOW BUPU**CR 1****Female gully dwarf heathen cleric 1**

NG Small humanoid (dream)

Towers of High Sorcery (dreamshadow template)**Init** +3; **Senses** darkvision 60 ft; Listen +0, Spot +0**Languages** Common, Gullytalk**AC** 14, touch 14, flat-footed 14**Immune** dream traits**hp** 10 (1 HD)**Fort** +4 (+6 against poison and disease), **Ref** +3, **Will** +2 (-2 against fear)**Weakness** -4 to resist Intimidation**Spd** 20 ft.**Melee*** small club +3 (1d4+2 plus 1 Wis)

* all damage is illusionary

Base Atk +0; **Grp** +2**Abilities** Str 15, Dex 16, Con 15, Int 8, Wis 10, Cha 9**Feats** Self-Sufficient**Skills** Heal +6, Hide +9, Move Silently +5, Survival +4**Possessions** small club, lizard on a rope, grubby human clothing, assorted trinkets**DREAMSHADOW CYAN BLOODBALE****CR 12****Male ancient green dragon dreamshadow simulacrum**

LE Gargantuan dragon (air, dream)

Towers of High Sorcery (dreamshadow template)**Aura** frightful presence (150 ft, HD 17 or less, Will DC 20 negates)**Init** +0; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; Listen +24, Spot +7**Languages:** Draconic, Elven, Sylvan, Ogre**AC** 22, touch 6, flat-footed 22**Immune** acid, *sleep*, paralysis; dream traits**hp** 178 (17 HD); **DR** 5/magic**SR** 19**Fort** +14, **Ref** +10, **Will** +12**Spd** 40 ft.; fly 150 ft. (clumsy); swim 40 ft.**Melee*** Bite +19 (4d6+6 +1 Wis) and 2 claws +14 (2d8+3 +1 Wis) and 2 wings +13 (2d6+3 plus 1 Wis) and tail slap +13 (2d8+9 plus 1 Wis)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Base Atk** +17; **Grp** +35**Special Actions** breath weapon (60 ft cone, damage 10d6 acid, Reflex DC 22 for half, usable every 1d4 rounds)**Sorcerer Spells Known** (CL 3rd, +19 melee touch, +13 ranged touch)1st—*expeditious retreat*, *magic missile*, *shield*0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *open/close*

* All spell damage is illusionary

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14**SQ** water breathing**Feats** Alertness, Deceitful, Hover, Magical Aptitude, Negotiator, Persuasive**Skills** Appraise +6, Bluff +24, Climb +8, Concentration +14, Diplomacy +26, Disguise +4, Escape Artist +20, Forgery +4, Hide +8, Intimidate +26, Jump +8, Knowledge (arcana) +22, Listen +24, Sense Motive +4, Spellcraft +17, Spot +7, Swim +8, Use Magic Device +4 (+6 with scrolls)**DREAMSHADOW ELVEN COMMONER MOB CR 10**

N Gargantuan humanoid (dream, elf) (mob of Medium

humanoids, see mob rules sidebar page 246)

Towers of High Sorcery (dreamshadow template)**Init** +0; **Senses** Elvensight (darkvision 30 ft, low-light vision); Listen +3, Spot +3**Languages** Common, Elven**AC** 7, touch 7, flat-footed 6**Immune** *sleep*; dream traits**hp** 139 (30 HD)**Fort** +17, **Ref** +10, **Will** +9 (+11 against enchantment)**Spd** 20 ft.**Melee*** mob (5d6 plus 1 Wis)

* all damage is illusionary

Space 20 ft.; **Reach** 0 ft.**Base Atk** +22; **Grp** +34**Atk Options** Expert Grappler, Improved Bull Rush, Improved Overrun, trample 2d6 (Reflex DC 25 half)**Abilities** Str 10, Dex 12, Con 8, Int 11, Wis 10, Cha 11**SQ** elven traits, mob anatomy, mob traits**Feats** Improved Bull Rush ^B, Improved Overrun ^B, Toughness**Skills** Climb +2, Listen +3, Spot +3**DREAMSHADOW EXECUTIONER****CR 10****Male Silvanesti elf dreamshadow fighter 9**

LN Medium humanoid (dream, elf)

Towers of High Sorcery (dreamshadow template)**Init** +6; **Senses** Elvensight (darkvision 30 ft, low-light vision); Listen +2, Spot +2**Languages:** Common, Elven, Sylvan**AC** 19, touch 12, flat-footed 17**Immune** *sleep*; dream traits**hp** 65 (9 HD)**Fort** +7, **Ref** +5, **Will** +2 (+4 against enchantment)**Spd** 30 ft.**Melee** +1 *keen battleaxe* +15/+10 (1d8+6/19-20 x3 damage plus 1 Wis)

* All damage is illusionary

Base Atk +9; **Grp** +12**Atk Options** Cleave, Great Cleave, Power Attack**Abilities** Str 16, Dex 15, Con 12, Int 12, Wis 8, Cha 10**SQ** elven traits**Feats** Alertness, Cleave ^B, Great Cleave, Greater Weapon Focus (battleaxe) ^B, Improved Initiative, Power Attack ^B, Toughness, Weapon Focus (battleaxe) ^B, Weapon Specialization (battleaxe) ^B**Skills** Climb +9*, Jump +9*, Intimidate +12, Knowledge (arcana) +2, Listen +2, Sense Motive +2, Spellcraft +2, Spot +2

* includes adjustments for a -2 armor check penalty

Possessions +1 *keen battleaxe*, +2 *elven chain armor***DREAMSHADOW FEAL-THAS****CR 7****Male Silvanesti elf dreamshadow simulacrum wizard 5/fighter 1**

CE Medium humanoid (dream, elf)

Towers of High Sorcery (dreamshadow template)**Init** +3; **Senses** elvensight (darkvision 30 ft, low-light vision); Listen +1, Spot +1**Languages** Common, Draconic, Elven, Magius, Thanoi**AC** 20, touch 13, flat-footed 18**hp** 25 (6 HD)**Immune** *sleep*, dream traits**Resist** fire 10**Fort** +3, **Ref** +4, **Will** +4 (+6 against enchantment)

Spd 30 ft.

Melee* +1 keen longsword +9 (1d8+5/17-20 plus +1 Wis)

Base Atk +3; **Grp** +7

Combat Gear brooch of shielding (43 points remaining)

Wizard Spells Prepared* (CL 5th, +6 melee touch, +5 ranged touch; 25% arcane spell failure)

3rd—*scorching ray* (stilled), *sleet storm*

2nd—*protection from arrows*, *scorching ray* (2)

1st—*burning hands*, *charm person* (DC 14), *expeditious retreat*, *summon monster I*

0—*acid splash*, *ray of frost*, *resistance*, *touch of fatigue* (DC 13)

* All damage is illusionary

Abilities Str 18, Dex 17, Con 10, Int 16, Wis 11, Cha 8

SQ Summon Familiar

Feats Combat Casting, Scribe Scroll ^B, Silent Spell ^B, Still Spell, Spell Focus (divination), Weapon Focus (longsword) ^B

Skills Concentration +4, Intimidate +2, Knowledge (arcana) +12, Listen +2, Ride +7, Search +6, Sense Motive +2, Spellcraft +14, Spot +2, Survival +2

Possessions combat gear plus +1 fire resistance dragonarmor, +1 buckler, +1 keen longsword, boots of the winterlands

DREAMSHADOW GILTHANAS KAPAN CR 7

Male dreamshadow Qualinesti elf noble 2/wizard 3/fighter 1

CG Medium humanoid (dream, elf)

War of the Lance (Charming feat, Heroic Surge feat),

Towers of High Sorcery (dreamshadow template)

Init +3; **Senses** elvensight (darkvision 30 ft, low-light vision);

Listen +7, Spot +2

Languages Common, Dwarven, Elven, Magius

AC 19, touch 13, flat-footed 16; **Dodge**

Immune sleep; dream traits

hp 26 (6 HD)

Fort +4, **Ref** +7, **Will** +6 (+8 against enchantment)

Spd 30 ft.

Melee* +1 longsword +6 (1d8+2/19-20 plus 1 Wis)

Ranged* mwk composite longbow +7 (1d8+1/x3 plus 1 Wis)

Base Atk +3; **Grp** +4

Special Actions inspire confidence 1/day

Wizard Spells Prepared* (CL3rd, +4 melee touch, +6 ranged touch)

2nd—*knock*, *shatter* (DC 14)

1st—*hold portal*, *magic missile*, *true strike*

0—*light*, *open/close*, *prestidigitation*, *resistance*

*All damage is illusionary

Abilities Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 15

SQ bonus class skill (move silently), favor +1

Feats Charming, Dodge ^B, Heroic Surge, Scribe Scroll ^B, Weapon Focus (longsword)

Skills Bluff +8, Concentration +6, Diplomacy +15, Gather Information +6, Intimidate +6, Knowledge (arcana) +7, Listen +7, Move Silently +6, Search +4, Sense Motive +6, Spellcraft +7, Spot +2

Possessions elven chain, mwk light wooden shield, +1 longsword, mwk composite longbow (+1 Str) and 20 arrows, diplomatic papers, writing instruments

Spellbook prepared spells plus all 0-level spells; 1st—*alarm*, *burning hands*, *magic weapon*, *sleep*; 2nd—*levitate*, *web*

DREAMSHADOW HARALD HAAKAN

CR 15

Male dreamshadow nomadic human fighter 14

LG Medium humanoid (dream)

War of the Lance (Disciplined feat, Stubborn feat),

Towers of High Sorcery (dreamshadow template)

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Ice Folk

AC 18, touch 9, flat-footed 18

hp 110 (14 HD)

Immune dream traits

Fort +11, **Ref** +3, **Will** +7

Spd 20 ft. (+2 chainmail); base 30 ft.

Melee* ^P Frostreaver +18/+13/+8 (1d12+20/19-20/x3)

^P includes adjustments for a 5-point Power Attack

* all damage is illusionary

Base Atk +14; **Grp** +17

Atk Options Great Cleave, Power Attack

Abilities Str 17, Dex 8, Con 15, Int 10, Wis 12, Cha 13

Feats Alertness, Cleave ^B, Disciplined, Endurance, Great Cleave

^B, Greater Weapon Focus (greataxe) ^B, Improved Critical

(greataxe) ^B, Leadership, Power Attack ^B, Self-Sufficient, Skill

Focus (Survival), Stubborn, Weapon Focus (greataxe) ^B,

Weapon Specialization (greataxe) ^B

Skills Balance +0*, Concentration +4, Heal +3, Intimidate +15,

Knowledge (nature) +2, Listen +3, Spot +3, Survival +11,

Swim +9*

* Includes adjustments for a -4 armor check penalty (-8 for Swim)

Possessions +2 chainmail, Frostreaver (+4 greataxe), amulet of natural armor +2

DREAMSHADOW KAPAK FIGHTERS

CR 6

Male dreamshadow kapak fighter 1

NE Medium dragon (dream)

Towers of High Sorcery (dreamshadow template)

Init +5; **Senses** darkvision 60 ft, low-light vision; Listen +3, Spot +3

Languages Common

AC 15, touch 11, flat-footed 14

hp 32 (3 HD); **SR** 12

Immune sleep, disease, paralysis; dream traits

Fort +9, **Ref** +4, **Will** +1

Spd 30 ft.; glide

Melee* mwk short sword +8 (1d6+3/19-20 plus 1 Wis) and bite +1 (1d4+1 plus poison plus 1 Wis)

Ranged* short bow +4 (1d6/x3 plus 1 Wis)

* all damage is illusionary

Base Atk +3; **Grp** +6

Atk Options sneak attack +1d6

Special Actions death throes (5 ft. pool of acid, 1d6 acid for 1d6 rounds), poison saliva, Power Attack

Combat Gear *potion of cure light wounds*

Abilities Str 16, Dex 13, Con 17, Int 8, Wis 6, Cha 12

SQ Death throes, draconian traits

Feats Improved Initiative, Power Attack ^B, Run ^B, Weapon Focus (short sword)

Skills Hide +6, Gather Information +3, Listen +3, Move Silently +14, Search +4, Spot +3, Use Rope +2, Survival +1

Possessions mwk short sword, leather armor, short bow, quiver and 20 arrows

Poison Saliva (Ex) Either by licking his blade or biting a target the kapak can poison an opponent (Fort DC 14; initial 1d6/secondary 1d6); envenoming a blade takes a full round action and lasts for 3 rounds or until successfully strikes an opponent (whichever comes first).

DREAMSHADOW KHELLENDROS 'SKIE' CR 10

Male old blue dragon dreamshadow simulacrum

LE Huge Dragon (dream, earth)

Towers of High Sorcery (dreamshadow template)

Init +0; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; Listen +16, Spot +16

Languages Common, Draconic

AC 15, touch 6, flat-footed 15

Immune electricity, *sleep*, paralysis; dream traits
hp 102 (12 HD)

Fort +10, **Ref** +8, **Will** +9

Spd 40 ft.; fly 150 ft. (clumsy); burrow 20 ft.

Melee* Bite +14 (4d6+3 plus +1 Wis) and 2 claws +8 (2d8+1 plus +1 Wis) and 2 wings +8 (2d6+1 plus +1 Wis) and tail slap +8 (2d8+4 plus +1 Wis)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +12; **Grp** +23

Atk Options Cleave, Power Attack

Special Actions breath weapon* (60 ft line, damage 6d8 electricity, Reflex DC 18 for half, usable every 1d4 rounds)

Spell-like Abilities (CL 4th)

3/day—*create/destroy water* (DC 20)

* all damage is illusionary

Abilities Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12

Feats Cleave, Flyby Attack, Flyby Breath, Hover, Power Attack

Skills Bluff +7, Concentration +12, Diplomacy +10, Escape Artist +2, Gather Information +6, Intimidate +7, Knowledge (arcana) +7, Knowledge (history) +5, Knowledge (the planes) +7, Listen +16, Sense Motive +6, Spellcraft +10, Search +11, Spot +16.

DREAMSHADOW KITIARA UTH MATAR CR 8

Female civilized human dreamshadow simulacrum fighter 7

NE Medium humanoid

Dragonlance Campaign Setting (Tremendous Charge), *War of the Lance* (Quick-Thinking, Stubborn), *Towers of High Sorcery* (dreamshadow template)

Init +6; **Senses** Listen -1, Spot +2

Languages Abanasinian, Common, Draconic; empathic communication

AC 26, touch 16, flat-footed 22

hp 57 (7 HD)

Immune dream traits

Fort +7, **Ref** +6, **Will** +1

Spd 30 ft.

Melee* +3 *keen speed short sword* +15/+15/+10 (1d6+5/17-20 plus +1 Wis) or

Melee* +2 *wounding lance* +11/+6 (1d8+4/x3 plus 1 Con plus +1 Wis)

Ranged* mwk dagger +12/+7 (1d4+2/19-20)

* all damage is illusionary

Base Atk +7; **Grp** +9

Atk Options Mounted Combat, Power Attack, Ride-by Attack, Tremendous Charge

Abilities Str 14, Dex 18, Con 14, Int 13, Wis 9, Cha 18

Feats Mounted Combat^B, Persuasive, Power Attack^B, Quick-Thinking, Ride-by Attack^B, Tremendous Charge^B, Weapon Finesse, Weapon Focus (short sword)^B

Skills Bluff +7, Diplomacy +8, Handle Animal +13, Intimidate +15, Ride +13, Spot +2

Possessions +3 *heavy fortification dragonarmor*, +2 *light steel shield*, +3 *keen speed short sword*, +3 *wounding lance*, ring of protection +2, mwk daggers (2)

DREAMSHADOW LADINE DRALATHAS, HOUSE ADVOCATE CR 10

Female dreamshadow Silvanesti noble 5/wizard 3/master ambassador 1

LN Medium humanoid (dream, elf)

Age of Mortals (master ambassador prestige class), *War of the Lance* (Disciplined, Sharp-Eyed feat), *Towers of High Sorcery* (Dreamshadow template)

Init +4; **Senses** elvensight (darkvision 30 ft., low-light); Listen +7, Spot +6.

Languages Abanasinian, Common, Draconic, Elven, Goblin, Magius, Sylvan

AC 18, touch 16, flat-footed 16

hp 65 (9 HD)

Immunity *sleep*; dream traits

Fort +5, **Ref** +9, **Will** +10 (+12 against enchantment)

Spd 30 ft.

Melee* +1 *longsword* +6 (1d8+2/19-20 plus 1 Wis)

Ranged* +1 *short bow* +10 (1d6+1/x3 plus 1 Wis)

* all damage is illusionary

Base Atk +4; **Grp** +5

Special Actions inspire confidence 2/day

Combat Gear brooch of shielding (38 points left), *potion of invisibility*, *potion of displacement*

Wizard Spells Prepared (CL 3rd, 10% arcane spell failure)

2nd—*detect thoughts* (DC 15), *blur*

1st—*charm person* (DC 14), *disguise self*, *sleep*

0—*detect poison*, *detect magic*, *light*, *read magic*

Abilities Str 13, Dex 19, Con 16, Int 17, Wis 14, Cha 18 (14)

SQ bonus class skill (Spellcraft), favor +2, favored embassy, insightful acclimation, summon familiar (unused)

Feats Disciplined, Negotiator, Scribe Scroll^B, Sharp-Eyed, Skill Focus (Diplomacy)

Skills Appraise +6, Bluff +9, Concentration +8, Diplomacy +28, Gather Information +8, Intimidate +9, Knowledge (arcana) +9, Knowledge (history) +7, Knowledge (nobility & royalty) +11, Listen +6, Search +7, Sense Motive +12, Speak Language (Draconic, Magius), Spellcraft +11, Spot +6

Possessions combat gear plus leather armor, +1 *longsword*, +1 *short bow*, ring of protection +2, ring of counterspells (*detect thoughts*), cloak of charisma +4

Spellbook spells prepared plus all 0-level spells; 1st—*comprehend languages*, *detect secret doors*, *erase*, *identify*, *mage armor*

DREAMSHADOW MINOTAUR CR 5

Male minotaur dreamshadow fighter 4

NE Medium humanoid (dream, minotaur)

Towers of High Sorcery (dreamshadow template)

Init +0; **Senses** Listen -1, Spot -1

Languages Common, Kothian

AC 13, touch 10, flat-footed 13

hp 33 (4 HD)

Immune dream traits

Fort +6, **Ref** +1, **Will** +0

Spd 30 ft.

Melee +1 *battleaxe* +10 (1d8+5/x3 plus 1 Wis) and gore +4 (1d6+2 plus 1 Wis)

Base Atk +4; **Grp** +12

Atk Options Cleave, Gore (2d6+6, as part of charge), Power Attack

Abilities Str 18, Dex 11, Con 15, Int 8, Wis 8, Cha 10

Feats Cleave ^B, Hurling Brute, Power Attack ^B, Toughness, Weapon Focus (battleaxe) ^B

Skills Climb +4, Intimidate +9, Swim +6, Use Rope +2

Possessions light steel shield, +1 battleaxe

DREAMSHADOW OTIK SANDATH

CR 6

Male dreamshadow civilized human master 5

LG Medium humanoid (dream)

War of the Lance (master class), *Towers of High Sorcery* (dreamshadow template)

Init +1; **Senses** Listen +13, Spot +5

Languages Abanasinian, Common, Ergot

AC 12, touch 11, flat-footed 11

hp 30 (5 HD)

Immune dream traits

Fort +5, **Ref** +2, **Will** +7

Spd 30 ft

Melee* club +5 (1d6+2 plus 1 Wis)

* all damage is illusionary

Base Atk +3; **Grp** +5

Abilities Str 15, Dex 12, Con 18, Int 12, Wis 16, Cha 15

SQ knacks (loyal clientele, skilled team), primary focus (professional)

Feats Alertness, Negotiator ^B, Skill Focus (Profession [brewer])^B, Skill Focus (Profession [cook])^B, Trustworthy

Skills Appraise +8, Bluff +10, Diplomacy +16, Gather Information +6, Intimidate +6, knowledge (local) +9, Listen +13, Profession (brewer) +16, Profession (cook) +16, Profession (innkeeper) +13, Sense Motive +13, Spot +5

Possessions leather apron, club, cooking utensils, barrel tap

DREAMSHADOW RAISTLIN

CR 6

Male dreamshadow civilized human wizard 5

N Medium humanoid (dream)

War of the Lance (Spellcasting Prodigy feat)

Init +3; **Senses** Listen +1, Spot +1

Languages Abanasinian, Common, Elven, Magius, Solamnic

AC 16, touch 16, flat-footed 13

hp 10 (5 HD)

Immune dream traits

Fort +0, **Ref** +4, **Will** +5

Spd 30 ft.

Melee* *staff of Magius* +3 (1d6+1 plus 1 Wis) or *dagger of Magius* +4 (1d4+1/19-20 plus 1 Wis)

Base Atk +2; **Grp** +1

Wizard Spells Prepared* (CL5th, +1 melee touch, +5 ranged touch)

3rd—*deep slumber* (DC 18), *slow* (DC 17)

2nd—*darkness*, *detect thoughts* (DC 16), *web* (DC 16)

1st—*charm person* (DC 15), *comprehend languages*, *identify*, *sleep* (DC 16)

0—*detect magic*, *ghost sound* (DC 14), *prestidigitation*, *read magic*

*All damage is illusionary

Abilities Str 8, Dex 16, Con 9, Int 18, Wis 12, Cha 10

Feats Brew Potion ^B, Magical Aptitude, Scribe Scroll ^B, Spell Focus (enchantment), Spellcasting Prodigy ^B

Skills Concentration +5, Decipher Script +6, Heal +3, Knowledge (arcana) +12, Knowledge (history) +9, Profession (herbalist) +6, Search +5, Sleight of Hand +6, Spellcraft +16

Possessions *dagger of Magius*, *staff of Magius*, red robes, herbalist supplies, scrolls, ink, writing supplies, Spellbook.

Spellbook prepared spells plus all 0-level spells; 1st—*burning hands*, *floating disc*, *magic missile*; 2nd—*mirror image*, *see invisible*; 3—*arcane sight*

DREAMSHADOW SLEET

CR 7

Female old white dragon dreamshadow simulacrum

CE Huge dragon (cold, dream)

Towers of High Sorcery (dreamshadow template)

Init +4; **Senses** darkvision 120 ft, keen senses, blindsense 60 ft; Listen +25, Spot +25

Languages Common, Draconic, Thanoi

AC 19, touch 8, flat-footed 19

hp 102 (12 HD)

Immune cold, *sleep*, paralysis; dream traits

Fort +10, **Ref** +10, **Will** +8

Vulnerability fire

Spd 60 ft, burrow 30 ft, swim 60 ft, fly 200 ft (poor); icewalking

Melee* bite +13 (2d8+3 plus +1 Wis) and 2 claws +8 (2d6+1 plus +1 Wis) and 2 wings +8 (1d8+4 plus +1 Wis)

Space 15 ft; **Reach** 10 ft (15 ft with bite)

Base Atk +12; **Grp** +23

Atk Options Flyby Attack, Power Attack

Special Actions breath weapon* (30 ft cone, 4d6 cold damage, Reflex DC 18 for half)

Spell-like Abilities (CL 4th)

1/day—*fog cloud*

* All damage is illusionary

Abilities Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8

Feats Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Power Attack

Skills Concentration +5, Diplomacy +3, Escape Artist +14, Hide +7, Intimidate +6, Knowledge (nature) +8, Listen +13, Move Silently +8, Search +4, Spot +13, Swim +16

DREAMSHADOW THEROS IRONFELD

CR 12

Male dreamshadow civilized human master 11

NG Medium humanoid (dream)

Towers of High Sorcery (dreamshadow template)

Init +1; **Senses** Listen +19, Spot +19

Languages Abanasinian, Common

AC 19, touch 11, flat-footed 18

hp 47 (11 HD)

Immune dream traits

Fort +3, **Ref** +3, **Will** +7

Spd 30 ft

Melee* mwk warhammer of glory +16/+11 (1d8+3/x3 plus 1 Wis)

* all damage is illusionary

Base Atk +8; **Grp** +11

Atk Options Improved Sunder, Power Attack

Abilities Str 17, Dex 12, Con 13, Int 12, Wis 16, Cha 9

SQ knacks (item of distinction, item of fame, item of glory, item of renown), primary focus (craftsman), secondary focus (professional)

Feats Alertness ^B, Athletic ^B, Improved Sunder, Power Attack, Self-Sufficient ^B, Skill Focus (craft [blacksmithing]), Weapon Focus (warhammer), Weapon Proficiency (warhammer) ^B

Skills Appraise +15 (+17 with blacksmithing and carpentry), Climb +9, Craft (blacksmithing) +22, Craft (carpentry) +12, Heal +12, Knowledge (engineering) +15, Knowledge (local) +15, Profession (sailor) +11, Listen +19, Sense Motive +16, Spot +19, Survival +12, Swim +9

Possessions mwk chain shirt of distinction, +2 *heavy steel shield*,
mwk warhammer of glory, leather apron, smith's tools

DREAMSHADOW VERMINAARD

CR 7

Male civilized human dreamshadow simulacrum cleric 6

LE Medium humanoid (dream)

Towers of High Sorcery (dreamshadow template)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Draconic, Nerakese

AC 18, touch 12, flat-footed 18

hp 43 (6 HD)

Immune dream traits

Resist fire 20

Fort +7, **Ref** +4, **Will** +8

Spd 30 ft.

Melee* *Nightbringer* +9 (1d8+4 plus blindness 2d6 minutes [Will DC 15 negates] plus 1 Wis) or

Melee mwk whip +7 (1d3+2 plus 1 Wis)

Base Atk +4; **Grp** +7

Atk Options Mounted Combat, Power Attack, smite 1/day (+4, +6 damage)

Special Actions rebuke undead 7/day (+6, 2d6+10, 6th),
spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 6th, +6 melee touch, +4 ranged touch)

3rd—*bestow curse* (DC 16), *cure serious wounds*, *magic circle against good* ^{DE} (CL 7th), *speak with dead*

2nd—*augury*, *bull's strength*, *darkness*, *hold person* (DC 15),
shatter ^D (DC 15)

1st—*bane* (DC 14), *cause fear* (DC 14), *doom* (DC 14),
protection from good ^{DE} (CL 7th), *sanctuary* (DC 14)

0—*cure minor wounds*, *detect magic*, *guidance*, *mending*,
resistance

^D Domain spell; ^E Evil spell; Domains: Destruction, Evil

* All spell damage and effects are illusionary

Abilities Str 14, Dex 10, Con 15, Int 12, Wis 17, Cha 18

Feats Lightning Reflexes, Power Attack, Mounted Combat,
Weapon Focus (heavy mace) ^B

Skills Concentration +10, Diplomacy +8, Intimidate +13,
Knowledge (religion) +10, Ride +4

Possessions +2 improved fire resistance dragonarmor,
Nightbringer (+2 unholy heavy mace), mwk whip, ring of
protection +2, manacles, *medallion of faith* (Takhisis)

DREAMWRAITH DRAGONBROOD

CR 8

CE Medium outsider (dream, evil)

Towers of High Sorcery (dreamwraith)

Init +4; **Senses** darkvision 60 ft; Listen +5, Spot +11

Languages Common, Draconic

AC 18, touch 18, flat-footed 18

hp 45 (8 HD)

Immune dream traits

Fort +7, **Ref** +6, **Will** +6

Spd 30 ft, fly 30 ft (good)

Melee* 2 claws +9 (1d10+1 plus 1d4 Wis) plus bite +4 (1d10+1
plus 1d4 Wis)

* all damage is illusionary

Base Atk +8; **Grp** +9

Spell-like Abilities (CL 8th)

At will—*crushing despair* (DC 14)

Abilities Str 13, Dex 10, Con 13, Int 11, Wis 11, Cha 11

SQ dream traits

Feats Improved Initiative, Toughness (2)

Skills Balance +5, Climb +6, Hide +5, Jump +6, Knowledge
(nature) +1, Move Silently +5, Listen +5, Sense Motive +10,
Spot +11, Swim +6

DREAMWRAITH DREAM BEASTS

CR 8

NE Medium outsider (dream, evil)

Tower of High Sorcery (dreamwraith)

Init +4; **Senses** darkvision 60 ft; Listen +5, Spot +10

AC 18, touch 18, flat-footed 18

Immune dream traits

hp 43 (8 HD)

Fort +6, **Ref** +6, **Will** +6

Spd 30 ft., fly 30 ft. (good)

Melee* slam or claw or gore +8 (1d10 illusionary plus 1d4 Wis)
* all damage is illusionary

Base Atk +8; **Grp** +8

Spell-like Abilities (CL 8th)

At will—*crushing despair* (DC 14)

Abilities Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11

SQ dream traits

Feats Improved Initiative, Toughness (2)

Skills Balance +4, Climb +2, Escape Artist +4, Hide +5, Jump +5,
Knowledge (nature) +2, Listen +5, Move Silently +10, Spot
+10, Survival +2, Swim +5

DREAMWRAITH PRIEST

CR 8

CE Medium outsider (dream, evil)

Towers of High Sorcery (dreamwraith)

Init +4; **Senses** Darkvision 60 ft.; Listen +0, Spot +10

Languages Common, Elven

AC 18, touch 18, flat-footed 18

hp 35 (8 HD)

Immune dream traits

Fort +6, **Ref** +6, **Will** +6

Spd 30 ft.; fly 30 ft. (good)

Melee* slam +8 (1d10 plus 1d4 Wis))

* all damage is illusionary

Base Atk +8; **Grp** +8

Spell-like Abilities (CL 8th):

At will—*crushing despair* (DC 14)

Abilities Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11

Feats Improved Initiative, Persuasive, Toughness

Skills Bluff +13, Diplomacy +15, Disguise +11, Intimidate +15,
Knowledge (Local) +11, Profession (Speech) +11, Sense
Motive +11, Spot +11

ELVEN FIGHTER

CR 5

Male Silvanesti elf fighter 5

CE Medium humanoid

Init +7; **Senses** elvensight (Darkvision 30 ft., low-light vision);
Listen +2, Spot +2

Languages Elven

AC 17, touch 12, flat-footed 15

hp 56 (5 HD)

Immune sleep

Fort +5, **Ref** +4, **Will** +1

Spd 20 ft. (mwk chainmail); base 30 ft.

Melee* +1 *longsword* +6 (1d8+6/19-20) or

Ranged mwk shortbow +10 (1d6/x3)

*includes adjustments for a 3-point Power Attack

Base Atk +5; **Grp** +7

Atk Options Cleave, Power Attack

Abilities Str 15, Dex 16, Con 12, Int 8, Wis 10, Cha 10

Feats Cleave, Improved Initiative, Power Attack^B, Weapon Focus (longsword)^B, Weapon Focus (shortbow)^B
Skills Climb +8, Jump +8, Listen +2, Spot +2, Swim +6
Possessions +1 *longsword*, mwk short bow, mwk chainmail

ELVEN GROANING SPIRIT

CR 8

Female ghost Silvanesti elf noble 6

CE Medium undead (augmented elf, incorporeal)
War of the Lance (Charming feat, Trustworthy feat)
Init +1; **Senses** elvensight (darkvision 30 ft, low-light vision);
Listen +7, Spot +7

Languages Common, Elven, Ergot, Solamnic, Sylvan

AC 15, touch 15, flat-footed 14 or

AC 16, touch 11, flat-footed 15 against ethereal

hp 39 (6 HD)

Immune *sleep*; undead traits

Resist +4 turn resistance

Fort +2, **Ref** +6, **Will** +7 (+9 against enchantment)

Spd 30 ft.; fly 30 ft. (perfect)

Melee incorporeal touch +5 (1d6) against non-ethereal or

Melee incorporeal touch +3 (1d6-1) against ethereal or

Melee +1 *dagger* +3 (1d4/19-20) against ethereal

Base Atk +4; **Grp** +3

Atk Options manifestation

Special Actions frightful moan, inspire confidence 2/day

Abilities Str 8, Dex 12, Con —, Int 15, Wis 14, Cha 18

SQ bonus class skill (spot), coordinate +1, favor +2, manifestation, rejuvenation

Feats Charming, Persuasive, Trustworthy

Skills Appraise +5, Bluff +17, Diplomacy +17, Gather Information +15, Hide +2, Intimidate +8, Knowledge (arcana) +5, Knowledge (nobility) +7, Listen +7, Search +3, Sense Motive +7, Speak Language (Solamnic), Spellcraft +3, Spot +7

Possessions +1 *leather armor*, +1 *light steel shield*, +1 *dagger*

Frightful Moan (Su) 30 ft spread, Will DC 17 or panicked for 2d4 rounds.

ELVEN SKELETAL WARRIOR

CR 4

Male Silvanesti elf skeletal warrior fighter 3

NE Medium undead (augmented humanoid [elf])

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +4

Languages Common, Elven, Ogre

AC 19, touch 13, flat-footed 17

hp 30 (3 HD); **DR** 5/bludgeoning

Immune *sleep*, cold, electricity, *polymorph*; undead traits

SR 16

Fort +3, **Ref** +4, **Will** +0 (+2 against enchantment)

Spd 20 ft. (mwk chainmail); base 30 ft.

Melee +1 *longsword* +7 (1d8+3/19-20) or

Melee +1 *longsword* +5 (1d8+3/19-20) and mwk dagger +2 (1d4+1/19-20) or

Melee negative energy +5 touch (1d6+2)

Base Atk +3; **Grp** +5

Abilities Str 15, Dex 17, Con —, Int 12, Wis 8, Cha 10

SQ elven traits

Feats Alertness, Two-Weapon Fighting^B, Weapon Focus (dagger), Weapon Focus (longsword)^B

Skills Handle Animal +6, Intimidate +6, Knowledge (arcana) +3, Listen +3, Search +3, Spellcraft +3, Spot +4

Possessions mwk chainmail, +1 *longsword*, mwk daggers (2)

ELVEN SKELETAL WARRIOR LEADER

CR 9

Male Silvanesti elf skeletal warrior fighter 8

NE Medium undead (augmented elf)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +4

Languages Common, Elven, Ogre

AC 19, touch 13, flat-footed 17

hp 57 (8 HD); **DR** 5/bludgeoning

Immune *sleep*, cold, electricity, *polymorph*; undead traits

SR 21

Fort +6, **Ref** +5, **Will** +1 (+3 against enchantment)

Spd 20 ft. (mwk chainmail); base 30 ft.

Melee +1 *keen longsword* +12/+7 (1d8+5/17-20) or

Melee +1 *keen longsword* +10/+5 (1d8+5/17-20) and dagger +10/+5 (1d4+1/19-20) or

Melee negative energy +10 touch (1d6+2)

Base Atk +8; **Grp** +10

Abilities Str 15, Dex 17, Con —, Int 12, Wis 8, Cha 11

SQ elven traits

Feats Alertness, Improved Initiative, Improved Two-Weapon Fighting^B, Two-Weapon Fighting^B, Weapon Focus (dagger), Weapon Focus (longsword)^B, Weapon Specialization (dagger)^B, Weapon Specialization (longsword)^B

Skills Bluff +5, Diplomacy +2, Handle Animal +6, Intimidate +9, Knowledge (arcana) +3, Listen +3, Search +3, Sense Motive +1, Spellcraft +3, Spot +4

Possessions mwk chainmail, +1 *keen longsword*, mwk daggers (2)

ELVEN WIZARD

CR 9

Male Silvanesti elf wizard 9

CE Medium humanoid

Init +2; **Senses** elvensight (darkvision 30 ft., low-light vision);
Listen +2, Spot +2

Languages Common, Elven, Ogre, Sylvan, Khur

AC 15, touch 13, flat-footed 13

hp 21 (9 HD)

Immune *sleep*

Fort +3, **Ref** +6, **Will** +11 (+13 against enchantment)

Spd 30 ft.

Melee +1 *dagger* +4 (1d4/19-20) or

Ranged +1 *dagger* +7 (1d4/19-20)

Base Atk +4; **Grp** +3

Wizard Spells Prepared (CL 9th, +3 melee touch, +6 ranged touch)

5th—*teleport*

4th—*confusion* (DC 18), *ice storm*, *phantasmal killer* (DC 18)

3rd—*dispel magic*, *fireball* (DC 18), *hold person* (DC 17), *suggestion* (DC 17)

2nd—*acid arrow*, *cat's grace*, *darkness*, *scorching ray*, *see invisibility*

1st—*mage armor*, *magic missile*, *protection from good*, *shocking grasp*, *sleep* (DC 15)

0—*detect magic*, *flare* (DC 15), *light*, *read magic*

Abilities Str 8, Dex 15, Con 8, Int 19, Wis 14, Cha 10

SQ summon familiar

Feats Combat Casting, Empower Spell, Iron Will, Quicken Spell^B, Scribe Scroll^B, Spell Focus (evocation)

Skills Concentration +12, Decipher Script +16, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nature) +16, Spellcraft +16

Possessions *bracers of armor* +2, +1 *dagger*, *cloak of resistance* +1, *ring of protection* +1

GIANT VULTURES

CR 3

N Large animal

Sandstorm (dire vulture)

Init +1; **Senses** low-light vision, scent; Listen +4, Spot +11

AC 17, touch 10, flat-footed 16

hp 69 (6 HD)

Fort +12 (+14 against non-magical disease), **Ref** +6, **Will** +7

Spd 20 ft., fly 80 ft. (average)

Melee bite +6 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +11

Atk Options Flyby Attack

Abilities Str 16, Dex 13, Con 25, Int 2, Wis 14, Cha 4

Feats Alertness, Flyby Attack, Track

Skills Listen +4, Spot +12, Survival +11

Stench (Ex) Scraps of rotting flesh cling to a dire vulture's feathers, and the fetid wind of its wings can fell even the hardiest of opponents. A creature within 20 ft must succeed a DC 20 Fortitude or be sickened for 1d6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench for 24 hours.

GNOLL CAPTAIN

CR 7

Male gnoll fighter 6

CE Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft; Listen +7, Spot +7

Languages Gnoll

AC 18, touch 10, flat-footed 18

hp 79 (8 HD)

Fort +11, **Ref** +2, **Will** +1

Spd 30 ft.

Melee mwk battleaxe +14/+9 (1d8+7/x3)

Ranged mwk short bow +8 (1d6/x3)

Base Atk +7; **Grp** +12

Atk Options Cleave, Improved Bull Rush, Power Attack

Combat Gear *potion of cure light wounds* (4)

Abilities Str 20, Dex 10, Con 16, Int 10, Wis 8, Cha 11

Feats Alertness, Cleave^B, Endurance, Improved Bull Rush^B, Power Attack, Weapon Focus (battleaxe)^B, Weapon Specialist (battleaxe)^B

Skills Intimidate +8, Listen +7, Spot +7

Possessions combat gear plus +2 *leather armor*, +1 *heavy steel shield*, mwk battle axe, mwk short bow, quiver of 20 arrows

GNOLL BAND SOLDIER

CR 3

Male gnoll fighter 2

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft; Listen +6, Spot +6

Languages Gnoll

AC 16, touch 11, flat-footed 15

hp 40 (4 HD)

Fort +9, **Ref** +1, **Will** -1

Spd 30 ft.

Melee mwk battleaxe +9 (1d8+4/x3)

Ranged mwk short bow +5 (1d8/x3)

Base Atk +3; **Grp** +7

Atk Options Cleave, Power Attack

Abilities Str 18, Dex 13, Con 17, Int 10, Wis 8, Cha 8

Feats Alertness, Cleave^B, Power Attack^B, Weapon Focus (battleaxe)

Skills Intimidate +4, Listen +6, Spot +6

Possessions leather armor, mwk heavy steel shield, mwk battleaxe, mwk short bow, quiver with 20 arrows

KAPAK SKIRMISHER

CR 5

Male kapak fighter 1

NE Medium dragon

Init +7; **Senses** darkvision 60 ft, low-light vision; Listen +3, Spot +3

Languages Common

AC 15, touch 11, flat-footed 14

hp 32 (3 HD); **SR** 12

Immune sleep, disease, paralysis

Fort +8, **Ref** +6, **Will** +1

Spd 30 ft.; glide

Melee mwk short sword +6 (1d6+1/19-20) and bite -1 (1d4 plus poison)

Ranged short bow +6 (1d6/x3)

Base Atk +3; **Grp** +4

Atk Options Sneak attack +1d6

Special Actions death throes (5 ft. radius, 1d6 acid per round of exposure), poison saliva

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 16, Con 17, Int 8, Wis 6, Cha 12

SQ draconian traits

Feats Improved Initiative, Run^B, Track, Weapon Focus (short sword)

Skills Hide +7, Gather Information +2, Listen +3, Move Silently +12, Search +4, Spot +3, Survival +0

Possessions combat gear plus mwk short sword, leather armor, short bow, quiver and 20 arrows

Poison Saliva (Ex) Either by licking his blade or biting a target the kapak can poison an opponent (Fort DC 14; initial 1d6/secondary 1d6); envenoming a blade takes a full round action and lasts for 3 rounds or until successfully strikes an opponent (whichever comes first).

WYNDLASS

CR 10

N Huge aberration

Bestiary of Krynn, Revised (wyndlass)

Init +3; **Senses** darkvision 60 ft, tremorsense 90 ft; Listen +7, Spot +7

Languages Common (cannot speak)

AC 25, touch 11, flat-footed 22

hp 66 (12 HD); Diehard

Fort +5, **Ref** +9, **Will** +10

Spd 30 ft., burrow 20 ft.

Melee 10 tentacles +15 each (1d10+8) and bite +13 (1d6+4)

Space 15 ft.; **Reach** 15 ft (30 ft. with tentacles)

Base Atk +9; **Grp** +25

Atk Options improved grab (tentacle)

Special Actions constrict 1d10+8

Abilities Str 26, Dex 17, Con 13, Int 7, Wis 15, Cha 12

SQ slicken earth

Feats Alertness, Diehard, Endurance, Lightning Reflexes, Multiattack

Skills Climb +11, Hide -2*, Listen +7, Spot +7, Swim +11

Constrict (Ex) A wyndlass deals 1d10+8 points of damage with a successful grapple check.

Slicken Earth (Ex) At will; a wyndlass can exude extremely solvent lubricating oil in all adjacent squares. On the first round, the oil produces the effects of a grease spell in the area slickened (Reflex DC 17 to avoid falling). The save DC is Constitution-based. After one minute, the area takes on the properties of quicksand and is 5 feet deep. A pit of quicksand large enough to serve as the wyndlass's lair can be created in 3 minutes and is 30 feet in diameter and 15 feet deep.

CHAPTER 10: SHADOWS

LEADERS AND PERSONALITIES

AELANGA SARON

CR 9

Female civilized human rogue 5/cleric 4 of Hiddukel

NE Medium humanoid

Init +3; **Senses** Listen +4, Spot +4

Languages Common, Khur

AC 17, touch 14, flat-footed 14; uncanny dodge

hp 55 (9 HD)

Fort +6, **Ref** +9, **Will** +12; evasion

Spd 30 ft.

Melee +1 keen dagger +9/+4 (1d4+2/17-20)

Ranged +1 keen dagger +11 (1d4+2/17-20)

Base Atk +6; **Grp** +7

Atk Options sneak attack +3d6

Combat Gear *potion of owl's wisdom* (2), *potion of cure moderate wounds* (3)

Cleric Spells Prepared (CL 4th, +7 melee touch, +9 ranged touch)

2nd—*aid*, *bull's strength* (DC 16), *desecrate*^D, *invisibility* (DC 16)^D

1st—*bane* (DC 15), *disguise self*^D, *divine favor*, *inflict minor wounds* (DC 15), *protection from good*^D

0—*detect magic*, *detect poison*, *guidance* (DC 14), *read magic*, *resistance* (DC 14)

^D: Domain spell. Domain: Evil, Trickery

Abilities Str 13, Dex 16, Con 11, Int 10, Wis 18, Cha 16

SQ trap sense +1, trapfinding

Feats Deceitful^B, Investigator, Iron Will, Persuasive, Weapon Focus (dagger)

Skills Bluff +13, Diplomacy +11, Disguise +13, Forgery +10, Gather Information +13, Intimidate +13, Knowledge (religion) +6, Open Lock +11, Search +10, Sense Motive +12, Spellcraft +6

Possessions combat gear plus +1 leather armor, +1 keen dagger, ring of protection +1, cloak of protection +1

BADGER

CR 7

Male hill dwarf fighter 4/rogue 3

CG Medium humanoid

Init: +0; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Common, Dwarven, Goblin

AC 13, touch 10, flat-footed 13; +4 Dodge against giants,

hp 55 (7 HD)

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +7, **Ref** +4, **Will** +5; evasion

Spd 20 ft.

Melee +2 battleaxe +13/+8 (1d8+8/x3)

Ranged dagger +6 (1d4+4/19-20)

Base Atk +6; **Grp** +10

Atk Options Mounted Combat, Ride-by-attack, Sneak attack +2d6, Trample

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 18, Dex 11, Con 17, Int 11, Wis 16, Cha 12

SQ stonecunning, trap sense +1

Feats Alertness, Mounted Combat^B, Ride-by-Attack^B, Trample, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)^B

Skills Balance +7, Bluff +11, Craft (blacksmith) +4, Handle

Animal +6, Intimidate +9, Listen +10, Ride +4, Search +10, Sense Motive +7, Spot +10

Possessions combat gear plus +1 leather armor, +2 battleaxe, dagger.

GOUGER THE DIRE BOAR

CR 4

N Large animal

Init +0; **Senses** low-light vision, scent; Listen +8, Spot +8

AC 18, touch 9, flat-footed 18

hp 52 (7 HD); ferocity

Fort +8, **Ref** +5, **Will** +8

Spd 40 ft.

Melee gore +12 (1d8+12)

Space 10 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +17

Abilities Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Feats Alertness, Endurance, Iron Will

Skills Listen +8, Spot +8

Possessions studded leather barding

CAPTAIN COPPERHEAD, CAPTAIN OF THE SHATTERED HORN

CR 12

Male minotaur mariner 8/minotaur marauder 4

CN Medium humanoid (minotaur)

Legends of the Twins (Mariner class, cutlass), *War of the Lance* (Bull of the Sea feat, minotaur marauder prestige class)

Init +1; **Senses** scent; Listen +3, Spot +3

Languages Common, Kothian

AC 14, touch 12, flat-footed 13; back-to-back +2, Dodge

hp 63 (12 HD)

Fort +10, **Ref** +8, **Will** +4

Spd 30 ft.

Melee +2 keen shocking cutlass +15/+10/+5 (1d6+3/17-20 plus 1d6 electricity) and gore +8 (1d6)

Base Atk +12; **Grp** +13

Atk Options dirty strike +3d4, opportunist

Special Attacks bull's wrath, gore 2d6+1 (as part of charge), Improved Sunder

Abilities Str 12, Dex 12, Con 10, Int 10, Wis 13, Cha 13

SQ accurate strike +2, seamanship +2, seafaring, sailor lore +8

Feats Bull of the Sea, Dodge^B, Improved Sunder^B, Quick Draw, Scent, Skill Focus (Intimidate), Skill Focus (Profession [sailor])

Skills Balance +14, Bluff +6, Climb +9 (+11 with rope), Intimidate +15, Jump +7, Knowledge (local) +1, Knowledge (nature) +3, Listen +3, Profession (sailor) +17, Sense Motive +8, Spot +3, Swim +9, Tumble +6, Use Rope +6

Possessions combat gear plus +2 keen shocking cutlass, +1 ring of protection (worn on his unbroken horn), jaunty tricorn, 59 stl

Back-to-Back (Ex) Whenever Copperhead is adjacent to an ally and using the fighting defensively or total defense combat options or the Combat Expertise feat, he gains a +2 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Bull's Wrath (Ex) Make an Intimidate check (DC 25) to make all opponents within 10 ft suffer a –1 penalty to all attack rolls and saves for 4 rounds.

MARINER ABILITIES

The mariner class, introduced in the *Age of Mortals* campaign setting sourcebook and later revised in the *Legends of the Twins* sourcebook, is heavily used in *Dragons of Spring*. As the heroes travel around the eastern coastline of Ansalon, venturing across the Bay of Balifor and the Blood Sea of Istar, they will encounter many examples of this class. Serinda Elderwood, a potential player hero, is herself a Silvanesti elf from House Mariner, raised aboard sailing vessels. This sidebar describes the key mariner abilities for your ease of reference. All other important information about the mariner is built into each stat block.

Sailor Lore (Ex): A mariner picks up a lot of knowledge by listening to local gossip in various ports of call or from the sea stories of shipmates. A mariner may make a special sailor lore check with a bonus equal to his mariner level + his Intelligence modifier to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner heard it from someone who heard it from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM will determine the DC of the check by referring to the accompanying table.

Seamanship (Ex): A mariner gains the listed bonus as a competence bonus to all Balance, Climb, and Profession (sailor) checks.

Dirty Strike (Ex): A mariner is adept at maneuvers such as hitting below the belt, head butts, sucker punches, and other opportunistic tricks. Starting at 2nd level, a mariner may choose to make a single melee attack on his turn as a full round action that deals an additional +1d4 points of damage. This bonus increases to +2d4 at 6th level, +3d4 at 10th level, +4d4 at 14th level, and +5d4 at 18th level. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack; a 2nd-level mariner that uses a club to make a dirty strike deals an additional +1d4 bludgeoning damage, for example, and if the damage dealt by the attack is nonlethal damage, the additional damage is also nonlethal. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if the mariner scores a successful critical hit.

The above ability is shared by the minotaur marauder prestige class from the *War of the Lance* sourcebook. Replace the description of the ability described under that prestige class with this revised description.

Back-to-Back (Ex): A mariner is trained in fighting alongside his shipmates in cramped and crowded conditions, especially against superior numbers. Starting at 4th level, whenever a mariner is adjacent to an ally and using the fighting defensively or total defense combat options or the Combat Expertise feat, he gains a +1 dodge bonus to his AC. This bonus increases to +2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

EREWAN THE SHAGGY, FREEDOM FIGHTER CR 4

Male civilized human fighter 3/rogue 1

CG Medium humanoid

War of the Lance (Street Smart, Quick-Thinking feat)

Init: +3; **Senses** Listen +3, Spot +5

Languages Common

AC 13, touch 11, flat-footed 12

hp 32 (4 HD)

Fort +5, **Ref** +4, **Will** +0

Spd 30 ft.

Melee mwk short sword +6 (1d6+1/19-20)

Ranged dagger +4 (1d4+1/19-20)

Base Atk +3; **Grp** +4

Atk Options sneak attack +1d6

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 13, Dex 13, Con 15, Int 10, Wis 8, Cha 14

SQ trapfinding

Feats Alertness, Quick Draw ^B, Quick-Thinking, Street Smart ^B, Weapon Focus (short sword) ^B

Skills Bluff +5, Diplomacy +3, Disguise +4, Gather Information +5, Handle Animal +3, Intimidate +4, Listen +3, Ride +3, Sense Motive +0, Spot +5

Possessions combat gear plus mwk short sword, leather armor, dagger (2)

GILDENTONGUE

CR 13

Male aurak draconian inquisitor 4

LE Medium dragon

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +14, Spot +14

Languages Common, Draconic, Elven, Nerakese, Ogre, Solamnic

AC 20, touch 10, flat-footed 20; uncanny dodge

hp 114 (12 HD)

Immune disease, paralysis, *sleep*

SR 24

Fort +10, **Ref** +9, **Will** +13

Spd 30 ft.

Melee 2 claws +11 (1d4) and bite +6 (1d4) or

Ranged 2 energy rays +11 ranged touch (2d6)

Base Atk +11; **Grp** +11

Special Actions breath weapon 3/day (5 ft. cone, 1d4 Str and blindness [1d4 rounds], Reflex DC 19 negates), death throes (5 ft. radius, 3d6, Reflex DC 17 half)

Combat Gear *necklace of fireballs type V*

Sorcerer Spells Known (CL 8th, +11 melee touch, +11 ranged touch)

4th (4/day)—*rainbow pattern* (DC 19)

3rd (6/day)—*hold person* (DC 18), *major image* (DC 18)

2nd (7/day)—*detect thoughts* (DC 16), *hideous laughter* (DC 17), *mirror image*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 16), *expeditious retreat*, *shield*, *silent image* (DC 16)

0 (6/day)—*arcane mark*, *daze* (DC 15), *detect poison*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *read magic*

Spell-like Abilities (CL 8th):

at will—*greater invisibility*, *suggestion* (DC 18)

3/day—*dimension step*, (as *dimension door* but 60-ft. range, self only plus items, equal to 3rd-level spell), *disguise self* (2d6+6 minutes)

1/day—*dominate person* (DC 20)

Abilities Str 10, Dex 10, Con 12, Int 19, Wis 13, Cha 19

SQ alternate form (3/day), draconian traits, erudite synergy, extreme focus 4/day, inspired by dragons, low metabolism, trap sense +5

Feats Alertness, Combat Casting, Persuasion, Spell Focus (enchantment), Spell Focus (illusion)

Skills Appraise +8, Bluff +14, Concentration +9, Diplomacy +19, Disguise +12 (+14 in character), Gather Information +21, Intimidate +19, Knowledge (history) +15, Knowledge (local) +19, Listen +14, Search +19, Sense Motive +12, Spot +14, Survival +1 (+3 when following tracks)

Possessions combat gear plus *bracers of armor* +4, *cloak of resistance* +2

Energy Rays (Sp) Gildentongue can generate rays of energy from his hands at will. These rays have a range of 60 feet and deal up to 4d6 points of force damage, divided any way he sees fit as long as each ray deals at least 1d6 points of force damage. (Gildentongue typically fires two rays for 2d6 damage each.) Gildentongue must make a ranged touch attack to hit with each ray. This ability is the equivalent of a 1st-level spell and has a caster level of 8.

HIGHMASTER ETTLE RENSE

CR 10

Male civilized human fighter 10

NE Medium humanoid

Init +6; **Senses** Listen +1, Spot +1

Languages Common, Nerakese

AC 21, touch 14, flat-footed 19

hp 53 (7 HD)

Fort +11, **Ref** +7, **Will** +4

Spd 20 ft. (+1 *breastplate*); base 30 ft.

Melee* +1 *lance* +12/+7 (1d8+9/x3) while mounted or

Melee* +1 *warhammer* +12/+7 (1d8+9/x3) or

Ranged mwk shortbow +14 (1d6/x3)

* includes adjustments for a 3-point Power Attack

Base Atk +10; **Grp** +13

Atk Options Power Attack

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Feats Great Fortitude, Improved Critical (lance)^B, Improved Initiative^B, Lightning Reflexes, Mounted Combat^B, Power Attack^B, Weapon Focus (lance)^B, Weapon Focus (shortbow), Weapon Focus (warhammer), Weapon Specialization (lance)^B, Weapon Specialization (warhammer)

Skills Climb +6, Intimidate +10, Ride +6, Swim +6

Possessions +1 *breastplate*, mwk light steel shield, +1 *lance*, +1 *warhammer*, mwk shortbow, *ring of protection* +2

HIGHMASTER TOEDE

CR 9

Male hobgoblin fighter 5/rogue 4

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft; Listen +0, Spot +0

Languages Common, Goblin, Kenderspeak, Nerakese

AC 17, touch 11, flat-footed 17; uncanny dodge

hp 66 (9 HD)

Fort +8, **Ref** +5, **Will** +4; evasion

Spd 30 ft.

Melee +1 *short sword* +12/+7 (1d6+4/19-20) or

Melee +1 *dagger* +11/+6 (1d4+4/19-20)

Base Atk +8; **Grp** +8

Atk Options Mounted Combat, sneak attack +2d6, Trample

Abilities Str 16, Dex 10, Con 16, Int 11, Wis 11, Cha 6

SQ trap sense +1, trapfinding

Feats Improved Initiative^B, Iron Will, Mounted Combat^B, Negotiator, Persuasive, Skill Focus (intimidate), Trample^B

Skills Bluff +4, Decipher Script +2, Diplomacy +2, Gather Information +2, Intimidate +9, Jump +5, Knowledge (nobility) +6, Move Silently +4, Ride +2, Sense Motive +8, Speak Language (Kenderspeak, Nerakese)

Possessions +1 *studded leather armor*, +1 *light steel shield*, +1 *short sword*, +1 *dagger*, *ring of protection* +1

HOPSLOTH

CR 9

Male adult amphi dragon

NE Large dragon (aquatic)

Bestiary of Krynn, Revised (amphi dragon)

Init +0; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; Listen +22, Spot +22

Aura frightful presence (180 ft, 15 HD or less, Will DC 21)

Languages Aquan, Common, Draconic, Elven, Ergot, Ogre

AC 26, touch 9, flat-footed 26

hp 152 (16 HD); **DR** 5/magic

Immune acid, *sleep*, paralysis

SR 16

Fort +13, **Ref** +10, **Will** +13

Spd 20 ft., burrow 10 ft., swim 60 ft.

Melee* bite +9 (3d6+14 plus improved grab) and tongue +7 (improved grab) and 2 claws +7 (1d8+12) and tail slap +7 (1d8+16)

* includes adjustments for a 10-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +24

Atk Options improved grab (bite, tongue)

Special Actions breath weapon (80 ft line of acid, 6d6 acid damage, Reflex DC 21 half, useable every 1d4 rounds), Cleave, Great Cleave, Power Attack, swallow whole

Spell-like Abilities (CL 6th)

3/day—*detect magic*, *darkness* (60 ft radius)

Abilities Str 19, Dex 10, Con 17, Int 16, Wis 17, Cha 16

SQ acidic hide, amphibious

Feats Cleave, Great Cleave, Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Power Attack

Skills Concentration +13, Diplomacy +13, Escape Artist +19, Hide +13, Intimidate +13, Jump +14, Knowledge (nature) +13, Listen +22, Search +22, Sense Motive +13, Spot +22, Swim* +23, Use Magic Device +11

Acidic Hide (Ex) Organic creatures or weapons that strike Hopsloth (including unarmed strikes, claws, and slam attacks) take 2d4 points of acid damage. Metallic creatures or weapons take 2d6 points of acid damage, and creatures and weapons of stone take 1d6 points of acid damage. A gallon or more of water is required to wash away this acid. Hopsloth does not inflict acid damage with his natural weapon attacks.

Swallow Whole (Ex) Hopsloth can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside Hopsloth's stomach, the creature takes 3d6+4 crushing damage plus 6 acid damage. A swallowed creature can climb out of the stomach with a successful grapple check, returning it to Hopsloth's mouth where it must make another grapple check to get free. A swallowed creature can also cut its way out by using a light piercing or slashing weapon to deal 17 points of damage (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Hopsloth's interior can hold two Medium or four Small opponents.

Skills Hopsloth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HULLEK SKULLSMASHER

CR 13

Male half-ogre fighter 12

NE Medium humanoid (ogre)

Init +0; **Senses** low-light vision; Listen +1, Spot +1

Languages Common, Khurish, Nerakese, Ogre

AC 21, touch 14, flat-footed 20

hp 94 (12 HD); Diehard

Resist acid 20, Endurance

Fort +12, **Ref** +6, **Will** +7 (+11 against dragonfear)

Spd 30 ft.

Melee* +2 *wounding greataxe* +14/+9/+4 (1d12+22/19-20/x3 plus 1 Con)

* includes adjustments for a 6-point Power Attack

Base Atk +12; **Grp** +20

Atk Options Cleave, Improved Sunder, Power Attack

Combat Gear *potion of heroism*, *potion of cure moderate wounds* (3)

Abilities Str 18, Dex 10, Con 14, Int 12, Wis 12, Cha 15

Feats Cleave^B, Diehard, Endurance, Greater Weapon Focus (greataxe)^B, Hulking Brute, Improved Critical (greataxe)^B, Improved Sunder^B, Leadership, Power Attack^B, Resist Dragonfear, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Climb +7*, Intimidate +17, Jump +7*, Ride +15, Swim +5*
* includes armor check penalty

Possessions combat gear plus +2 *improved acid resistance* *dragonarmor*, +2 *wounding greataxe*, *ring of protection* +4, *amulet of health* +2, *cloak of resistance* +2

KHAN GUUGAR

CR 14

Male ogre noble 8/fighter 3

LE Large giant

War of the Lance (Stubborn feat)

Init +6; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Ogre

AC 25, touch 13, flat-footed 23

hp 103 (15 HD)

Fort +11, **Ref** +10, **Will** +12

Spd 30 ft. (+2 *breastplate*); base 40 ft.

Melee* +2 *scimitar* +14/+9/+4 (1d8+14/18-20)

* includes adjustments for a 6-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +22

Atk Options Power Attack

Special Actions inspire confidence 2/day

Combat Gear *potion of cure moderate wounds*, *potion of bull's strength* (2)

Abilities Str 22, Dex 15, Con 15, Int 8, Wis 13, Cha 16

SQ bonus class skill (Spot), coordinate +2, favor +3

Feats Iron Will, Leadership, Improved Initiative, Power Attack^B, Skill Focus (intimidate), Stubborn, Toughness, Weapon Focus (scimitar)^B

Skills Climb +8, Diplomacy +8, Intimidate +17, Listen +7, Sense Motive +7, Spot +7

Possessions combat gear plus +2 *breastplate*, +2 *scimitar*, *ring of protection* +2

KING VOGOR STONESHAKER

CR 15

Male ogre barbarian 12

CE Large giant

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +7

Languages Common, Ogre

AC 22, touch 12, flat-footed 19; improved uncanny dodge, uncanny dodge

hp 124 (16 HD); **DR** 2/—

Fort +16, **Ref** +10, **Will** +5

Spd 40 ft. (+2 *hide armor*); base 50 ft.; fast movement

Melee* +1 *flaming burst greataxe* +20/+15/+10 (3d6+31 plus 1d6 fire/x3 plus 2d10 fire)

* includes adjustments for an 7-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +30

Atk Options Power Attack

Special Actions rage 4/day (10 rounds)

Combat Gear *potion of bull's strength* (2), *potion of cat's grace*

Abilities Str 32, Dex 16, Con 18, Int 8, Wis 10, Cha 14

SQ illiteracy, trap sense +4

Feats Cleave, Improved Critical (greataxe), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greataxe)

Skills Climb +21, Intimidate +10, Listen +8, Spot +7, Survival +6

Possessions combat gear plus +2 *hide armor*, +1 *flaming burst greataxe*, *belt of giant strength* +4

Rage (Ex) When King Vogor rages, his statistics change as follows:

AC 20, touch 10, flat-footed 17

hp 172

Fort +19, **Will** +8

Melee* +1 *flaming burst greataxe* +23/+18/+13 (3d6+36 plus 1d6 fire/x3 plus 2d10 fire)

* includes adjustments for a 7-point Power Attack

Abilities Str 38, Con 24

DRAGON HIGHLORD KITIARA UTH MATAR CR 15

Female civilized human fighter 10/dragon rider 3/dragon highlord 2

NE Medium humanoid

War of the Lance (Quick-Thinking feat, Stubborn feat)

Init +6; **Senses** Listen -1, Spot +8

Languages Abanasinian, Common, Draconic; empathic communication with dragon cohort only

AC 26, touch 16, flat-footed 22

hp 99 (15 HD)

Immune critical hits

Fort +15, **Ref** +11, **Will** +9 (+17 against dragonfear)

Spd 30 ft.

Melee +3 *keen speed short sword* +23/+23/+18/+13 (1d6+5/17-20) or

Melee +2 *wounding lance* +19/+14/+9 (1d8+4/x3 plus 1 Con) or

Melee dagger +19/+14/+9 (1d4+2/19-20)

Ranged dagger +19 (1d4+2/19-20)

Base Atk +15; **Grp** +17

Atk Options Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Tremendous Charge

Special Actions demoralize, motivate troops

Abilities Str 14, Dex 18, Con 14, Int 13, Wis 9, Cha 18

SQ dragon cohort, mounted attack

Feats Improved Resist Dragonfear^B, Iron Will, Leadership, Mounted Combat^B, Persuasive, Power Attack^B, Quick-Thinking, Resist Dragonfear, Ride-by Attack^B, Spirited Charge^B, Stubborn, Tremendous Charge^B, Weapon Finesse, Weapon Focus (short sword)^B

Skills Bluff +14, Diplomacy +13, Handle Animal +12, Intimidate +21, Ride +24, Spot +8

Possessions +3 *heavy fortification dragonarmor*, +2 *light steel shield*, +3 *keen speed short sword*, +3 *wounding lance*, *ring of protection* +2, *mwk daggers* (2)

Demoralize (Ex) Kitara gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If her check is successful, the target is shaken for 4 rounds.

Motivate Troops (Ex) Kitara can direct the actions of any nongood creatures of the dragon, giant, or humanoid type within 30 feet of her and whose Hit Dice are lower than her character level. Those who follow Kitara's orders gain a +2 morale bonus to attack rolls, damage rolls, and Will saves. This bonus also applies to any dragon mount Kitara rides, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

Lady Lengstrien Disguise When disguised as the Lady Lengstrien, Kitiara uses the following: *hat of disguise*, *circlet of persuasion*, *major ring of spell storing* (*dispel magic*, *lesser globe of invulnerability*)

MAQUESTA KAR-THON

CR 11

Female half-elf mariner 11

N Medium humanoid (elf)

War of the Lance (revised mariner class, see sidebar page 239)

Init +8; **Senses** elvensight (darkvision 30 ft, low-light vision); Listen +8, Spot +10

Languages Common, Kalinese, Kothian

AC 16, touch 14, flat-footed 12; back-to-back +2, Combat Expertise

hp 82 (11 HD)

Immune *sleep*

Fort +10, **Ref** +11, **Will** +5 (+7 against enchantment)

Spd 30 ft.

Melee +2 *speed cutlass* +16/+16/+11/+6 (1d6+4/18-20)

Melee *mwk dagger* +14/+9/+4 (1d4+2/19-20)

Ranged *mwk dagger* +16 (1d4+2/19-20)

Base Atk +11; **Grp** +13

Atk Options *Combat Reflexes*, *dirty strike* +3d4, *Improved Feint*

Abilities Str 15, Dex 18, Con 16, Int 13, Wis 14, Cha 13

SQ sailor lore +7, seamanship +2

Feats Alertness, Combat Expertise^B, Combat Reflexes, Improved Feint^B, Improved Initiative, Leadership, Weapon Focus (cutlass)^B

Skills Balance +18, Bluff +13, Climb +10 (+12 with rope), Diplomacy +3, Disguise +6, Gather Information +8, Jump +9, Listen +8, Profession (sailor) +16, Search +3, Spot +10, Survival +6, Swim +7 (+12 with ring)

Possessions *bracers of armor* +2, +2 *speed cutlass*, *mwk daggers* (8), *ring of swimming*

PIARAS SILVERBREEZE

CR 11

Male Silvanesti elf noble 11

LG Medium humanoid

War of the Lance (Education, Lucky, Stubborn feats)

Init +3; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +10, Spot +10

Languages Common, Elven, Sylvan

AC 20, touch 15, flat-footed 17

hp 72 (12 HD)

Immune *sleep*

Resist critical hits 25%

Fort +4, **Ref** +11, **Will** +9 (+11 against enchantment effects)

Spd 20 ft. (+1 *scale mail*); base 30 ft.

Melee +2 *dragon bane longsword* +10/+5 (1d8+1/19-20) or

Melee +2 *dragon bane longsword* +12/+7 (1d8+3 plus 2d6/19-20) against dragons

Base Atk +8; **Grp** +7

Special Actions inspire confidence 3/day, inspire greatness (1 ally)

Abilities Str 8, Dex 16, Con 10, Int 15, Wis 10, Cha 13

SQ bonus class skill (Spot), coordinate +2, favor +3

Feats Education, Lucky, Stubborn, Weapon Focus (longsword)

Skills Bluff +11, Diplomacy +11, Gather Information +11,

Intimidate +12, Knowledge (nobility & royalty) +12, Listen +10, Search +7, Sense Motive +10, Spot +10

Possessions +1 *scale mail of light fortification*, +2 *dragon bane longsword*, *ring of protection* +2, *scabbard of keen edges*, velvet pouch containing gems worth a total of 1,450 stl.

RIMASALAS QUOTATHAS

CR 12

Male Silvanesti elf wizard 8/Wizard of High Sorcery 4

LE Medium humanoid

War of the Lance (Disciplined, Quick-Thinking feats, *radiant dart spell*)

Init +1; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +11, Spot +11

Languages Common, Elven, Ergot, Khur, Nerakese, Ogre

AC 13, touch 11, flat-footed 12

hp 36 (12 HD)

Immune *sleep*

Fort +5, **Ref** +6, **Will** +17 (+19 against enchantment)

Spd 30 ft.

Melee +1 *human bane dagger* +6/+1 (1d4/19-20) or

Melee +1 *human bane dagger* +8/+3 (1d4+2 plus 2d6/19-20) against humans or

Ranged +1 *human bane dagger* +8 (1d4+1/19-20) or

Ranged +1 *human bane dagger* +10 (1d4+3 plus 2d6/19-20) against humans

Base Atk +6; **Grp** +5

Wizard Spells Prepared (CL 12th, +5 melee touch, +7 ranged touch)

6th—*chain lightning* (DC 24), *eyebite* (DC 23), maximized *fireball* (DC 24)

5th—*cone of cold* (DC 23), *feeblemind* (DC 22), *teleport* (DC 22), *waves of fatigue*

4th—*confusion* (DC 21), *dimension door* (DC 21), *fear* (DC 21), *shout* (DC 22)

3rd—*dispel magic*, *displacement* (DC 20), *haste* (DC 20), *suggestion* (DC 20), *vampiric touch*

2nd—*darkness*, *ghoul touch* (DC 19), *invisibility* (DC 19), *mirror image*, *radiant dart* (DC 20), *see invisibility*

1st—*mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*

0—*detect magic*, *light*, *mage hand*, *touch of fatigue* (DC 17)

Abilities Str 8, Dex 12, Con 10, Int 23 (25), Wis 14, Cha 11

SQ arcane research +2, moon magic, summon familiar, tower resources

Feats Disciplined, Craft Wondrous Item, Iron Will, Maximize Spell^B, Quick-Thinking, Scribe Scroll^B, Spell Focus (evocation)

Skills Concentration +17, Decipher Script +22, Knowledge (arcana) +25, Knowledge (history) +21, Knowledge (nature) +21, Listen +11, Spellcraft +25, Spot +11

Possessions *bracers of armor* +2, +1 *human bane dagger*, *cloak of resistance* +2, *scarlet ioun stone*

SEETHER**CR 16****Female adult black dragon assassin 5**

CE Large dragon (water)

War of the Lance (non-spellcasting assassin variant)**Init** +6; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses;

Listen +17, Spot +16

Aura frightful presence (DC 20, 180 ft., 18 HD or fewer)**Languages** Common, Khur**AC** 29, touch 11, flat-footed 27; improved uncanny dodge, uncanny dodge**hp** 255 (24 HD); **DR** 5/magic**Immune** acid, paralysis, *sleep***SR** 18**Fort** +16, **Ref** +17 (+19 against poisons), **Will** +13**Spd** 70 ft.; fly 150 ft. (poor); swim 60 ft.**Melee*** bite +19 (2d6+14) and 2 claws +17 (1d8+3) and 2 wings +17 (1d6+3) and tail slap +17 (1d8+3)

* includes adjustments for an 8-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Base Atk** +22; **Grp** +32**Atk Options** Cleave, death attack (DC 15), Power Attack, sneak attack +3d6**Special Actions** breath weapon (80 ft. line, 12d4 acid, Reflex DC 23 half, 1d4 rounds between uses)**Sorcerer Spells Known** (CL 3rd, +27 melee touch, +23 ranged touch)1st—(4/day) *magic missile*, *obscuring mist*, *sleep* (DC 14), *true strike*0—(5/day) *acid splash*, *dancing lights*, *detect magic*, *ghost sound*, *touch of fatigue* (DC 13)**Spell-like Abilities** (CL 6th):1/day—*corrupt water* (DC 20), *darkness* (60-ft. radius)**Abilities** Str 23, Dex 14, Con 19, Int 12, Wis 13, Cha 16**SQ** poison use, water breathing**Feats** Alternate Form, Flyby Attack, Flyby Breath, Improved Initiative, Multiattack, Weapon Finesse**Skills** Concentration +14, Diplomacy +13, Disguise +10, Escape Artist +12, Hide +18, Intimidate +19, Knowledge (arcane) +6, Listen +17, Move Silently +18, Search +10, Sense Motive +11, Spot +16, Swim +14, Tumble +18**Possessions** combat gear plus *portable hole* (see below)

When Seether changes form, her stats changes as follows:

AC 20, touch 16, flat-footed 16**Fort** +13 **Reflex** +21**Melee** +2 *speed short sword* +30/+30/+25/+25/+15 (1d6+4/19-20)**Abilities** Str 15, Dex 22, Con 12**Skills** Concentration +11, Escape Artist +21, Hide +26, Move Silently +22, Swim +10, Tumble +22**Possessions** +2 *slick leather armor*, +2 *speed short sword*, *portable hole*, *ring of protection* +2, *cloak of Dexterity* +4**SERRANDO GOLDENLEAF****CR 10****Male kender ranger 10 of Habbakuk**

NG Small humanoid (kender)

Races of Ansalon (whippik)**Init** +4; **Senses** Listen +9, Spot +11**Languages** Common, Kenderspeak**AC** 19, touch 15, flat-footed 15; Dodge, Mobility**hp** 38 (10 HD)**Immune** fear**Fort** +10, **Ref** +12, **Will** +5; evasion**Spd** 30 ft.; woodland stride**Melee** whippik +13/+8 (1d4+2 nonlethal) as whip or**Ranged** whippik +15/+10 (1d4+1) as darts**Ranged** whippik +13/+13/+8 (1d4+1) as darts with Rapid Shot**Base Atk** +10; **Grp** +7**Atk Options** favored enemy (giants +2, goblins +6, humans +4)**Ranger Spells Prepared** (CL 5th)2nd—*cat's grace*1st—*animal messenger*, *longstrider***Abilities** Str 12, Dex 19, Con 13, Int 10, Wis 12, Cha 10**SQ** animal companion, combat style (archery), improved combat style, swift tracker, wild empathy +10 (+6 with magical beasts)**Feats** Alertness, Dodge, Endurance^B, Manyshot^B, Mobility, Rapid Shot^B, Track^B, Two-Weapon Fighting**Skills** Bluff +2 (+6 when taunting), Climb +7, Heal +3, Hide +13, Jump +7, Knowledge (geography) +6, Knowledge (nature) +6, Listen +9, Move Silently +10, Open Lock +4, Search +6, Sleight of Hand +8, Spot +11, Survival +7, Use Rope +8**Possessions** +1 *studded leather armor*, +1 whippik, *gloves of Dexterity* +2**SEVIL DRAANIM REV****CR 12****Male civilized human fallen cleric 8/fighter 4/rogue 4**

LE Medium humanoid

War of the Lance (Street Smart feat)**Init** +6; **Senses** Listen +12, Spot +12**Languages** Common, Nerakese, Solamnic**AC** 19, touch 15, flat-footed 17; uncanny dodge**hp** 118 (16 HD)**Resist** fire 20**Fort** +13, **Ref** +8, **Will** +13 (+17 against dragonfear); evasion**Spd** 30 ft.**Melee** +2 *keen human bane spiked chain* +18/+13/+8 (2d4+5/19-20) or**Melee** +2 *keen human bane spiked chain* +20/+15/+10 (2d4+7/19-20 plus 2d6) against humans**Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +13; **Grp** +15**Atk Options** sneak attack +2d6**Combat Gear** *potion of cat's grace* (2), *potion of bull's strength*, *potion of cure moderate wounds***Abilities** Str 14, Dex 12, Con 15, Int 12, Wis 16, Cha 18**SQ** trap sense +1, trapfinding**Feats** Exotic Weapon Proficiency (spiked chain)^B, Improved Initiative^B, Iron Will^B, Leadership, Mounted Combat, Negotiator, Persuasive, Resist Dragonfear, Street Smart, Weapon Focus (spiked chain)^B**Skills** Concentration +12, Diplomacy +19, Gather Information +13, Intimidate +19, Knowledge (religion) +13, Listen +12, Ride +5, Sense Motive +11, Spot +12**Possessions** combat gear plus +2 *studded leather of improved fire resistance*, +2 *keen human bane spiked chain*, *ring of invisibility*, *ring of protection* +3**SHAL-IBAL, HAG DRUIDESS****CR 11****Female green hag druid 6 of Morgion**

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft; Listen +7, Spot +7**Languages** Common, Druidic, Giant**AC** 24, touch 13, flat-footed 25**hp** 88 (15 HD)**Resist** fire 10; **SR** 18**Fort** +11, **Ref** +9, **Will** +13; +4 against spell-like abilities of fey**Spd** 30 ft., swim 30 ft.; woodland stride**Melee** +1 *unholy scimitar* +18/+13/+8 (1d6+5/18-20) or

Melee +1 *unholy scimitar* +18 (1d6+5/18-20) and claw +12 (1d4+4) or

Melee weakness +17 touch (2d4 Str, DC 16 negates)

Base Atk +13; **Grp** +17

Atk Options spontaneous casting (*summon nature's ally*), wild shape 2/day (6 hours)

Combat Gear *potion of barkskin*, *potion of cure serious wounds* (2), *scroll of rusting grasp*, *wand of poison* (10 charges)

Druid Spells Prepared (CL 6th, +17 melee touch, +14 ranged touch):

3rd—*contagion* (DC 15), *cure moderate wounds*

2nd—*barkskin**, *chill metal* (DC 14), *resist energy* (fire)*, *spider climb*

1st—*cure light wounds*, *entangle* (DC 13), *obscuring mist*, *produce flame*

0—*detect magic*, *flare* (DC 12), *light*, *resistance* (2)

* Already cast

Spell-like Abilities (CL 9th)

At Will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*

Abilities Str 19, Dex 12, Con 12, Int 13, Wis 15, Cha 14

SQ animal companion, mimicry, trackless step, wild empathy +10 (+6 magical beasts)

Feats Alertness, Augment Summoning, Blind Fight, Combat Casting, Great Fortitude, Natural Spell

Skills Concentration +16, Handle Animal +8, Hide +10, Knowledge (nature) +18, Listen +7, Spot +7, Survival +8 (+10 above ground), Swim +13

Possessions combat gear plus +1 *unholy scimitar*, *incandescent blue sphere ioun stone*, *ring of protection* +2

Weakness (Su) Green hags can weaken a foe by making a touch attack that deals 2d4 points of Strength damage (Fort DC 16 negates).

Mimicry (Ex) Green hags can mimic any type of animal found near its lair.

Skills Green hags gain a +8 racial bonus on Swim skill checks made to perform special actions or avoid hazards. It can take 10 on Swim checks, even if distracted or threatened. It can use the run action while swimming, providing it swims in a straight line.

SILVER FOX

CR 7

Male half-elf ranger 7

LG Medium humanoid

Init +4; **Senses** Listen +14, Spot +14

Languages Common, Elven

AC 19, touch 15, flat-footed 15

hp 42 (7 HD)

Immune sleep

Fort +6, **Ref** +9, **Will** +5 (+7 against enchantment)

Spd 30 ft.; woodland stride

Melee mwk longsword +9/+4 (1d8+1/19-20) or

Ranged +1 *shortbow* +13/+8 (1d6+1/x3) or

Ranged +1 *shortbow* +9 (2d6+2/x3) with Manyshot or

Ranged +1 *shortbow* +11/+11/+6 (1d6+1/x3) with Rapid Shot

Base Atk +7; **Grp** +8

Atk Options combat style (archery), favored enemy (ogres +4, dragons +2), improved combat style (archery), Point Blank Shot

Combat Gear *potion of cure moderate wounds* (2)

Ranger Spells Prepared (CL 3rd)

1st—*animal messenger*, *longstrider*

Abilities Str 13, Dex 18, Con 12, Int 11, Wis 16, Cha 17

SQ wild empathy +10 (+6 magical beasts)

Feats Endurance^B, Leadership, Manyshot^B, Point Blank Shot,

Rapid Shot^B, Track^B, Weapon Focus (shortbow)

Skills Diplomacy +15, Gather Information +10, Heal +13,

Knowledge (local) +5, Listen +14, Spot +14, Survival +13

Possessions combat gear plus mwk chain shirt, mwk longsword, +1 *shortbow*, *ring of protection* +1

STRIFE

CR 9

Male young adult black dragon

CE Large dragon

Init +0; **Senses** darkvision 120 ft, keen senses, blindsense 60 ft; Listen +22, Spot +22

Aura frightful presence (150 ft, 15 HD or less, Will DC 19)

Languages Common, Draconic, Elven

AC 24, touch 9, flat-footed 24

hp 89 currently; 152 normally (16 HD); **DR** 5/magic

Fort +13, **Ref** +10, **Will** +11

Spd 60 ft.; fly 150 ft (poor); swim 60 ft; Hover

Melee bite +20 (2d6+4) and 2 claws +15 (1d8+2) and 2 wings +15 (1d6+2) and tail slap +15 (1d8+6)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +24

Atk Options Flyby Attack, Power Attack

Special Actions breath weapon (line of acid, 10d4 acid damage, Reflex DC 21 half, useable every 1d4 rounds)

Sorcerer Spells Known (CL 1st; +19 melee touch, +15 ranged touch)

1st—(4/day) *magic missile*, *true strike*

0—(5/day) *detect magic*, *detect poison*, *read magic*, *resistance*

Spell-like Ability (CL 5th)

3/day—*darkness*

Abilities Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12

SQ water breathing

Feats Alertness, Flyby Attack, Hover, Power Attack, Weapon

Focus (claw), Weapon Focus (bite)

Skills Concentration +8, Diplomacy +20, Escape Artist +9, Hide -4, Intimidate +20, Knowledge (arcana) +6, Listen +22, Search +20, Sense Motive +20, Spot +22

WILLIAM SWEETWATER

CR 2

Male civilized human master 2

LG Medium humanoid

War of the Lance (Trustworthy feat)

Init -1; **Senses** Listen +1, Spot +1

Resist Honor-Bound

Languages Abanasinian, Common

AC 9, touch 9, flat-footed 9

hp 13 (2 HD)

Fort +2, **Ref** -1, **Will** +4

Spd 30 ft.

Melee belaying pin +4 (1d4+3)

Base Atk +1; **Grp** +4

Abilities Str 16, Dex 9, Con 15, Int 11, Wis 13, Cha 13

SQ knack (loyal clientele), primary focus (professional)

Feats Honor-Bound, Skill Focus (Sense Motive)^B, Trustworthy

Skills Appraise +5, Diplomacy +8, Gather Information +8, Knowledge (local) +5, Profession (innkeeper) +8, Profession (sailor) +8, Sense Motive +9

Possessions belaying pin, cloth apron, washcloth, jaunty hat

Loyal Clientele (Ex) For a week's work of dedicated work

William can earn a number of steel pieces equal to his

Profession check, rather than his half his Profession check.

Primary Focus (Ex) William gains a +2 competence bonus to all Profession skill checks (already figured into skills).

Minions, Monsters, and Minor Characters

Advanced Chuul

CR 11

CE Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Listen +17, Spot +17

Languages Common

AC 25, touch 10, flat-footed 23

hp 243 (27 HD)

Immune poison

Fort +13, **Ref** +17, **Will** +17

Spd 30 ft.; swim 20 ft.

Melee* 2 claws +27 (4d6+9)

Space 15 ft.; **Reach** 10 ft.

Base Atk +20; **Grp** +37

Atk Options constrict 4d6+9, improved grab, paralytic tentacles (Fort save DC 29 to resist being paralyzed for 6 rounds, 12d6+4 points of damage each round victim is paralyzed)

Abilities Str 28, Dex 14, Con 22, Int 10, Wis 14, Cha 5

SQ amphibious

Feats Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Natural Armor (2), Improved Natural Attack (claws), Improved Initiative, Lightning Reflexes

Skills Hide +18, Listen +17, Spot +17, Swim +19

Advanced Giant Constrictor

CR 10

N Gargantuan animal

Init +3; **Sense**: scent; Listen +7, Spot +5

AC 17, touch 9, flat-footed 14

hp 216 (26 HD)

Fort +23, **Ref** +20, **Will** +8

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee Bite +26 (2d6+11)

Space 20 ft.; **Reach** 15 ft.

Base Atk +19; **Grp** +42

Atk Options improved grab (bite)

Special Attacks constrict 2d6+11

Abilities Str 33, Dex 17, Con 22, Int 1, Wis 12, Cha 2

Feats Alertness, Blind Fight, Endurance, Skill Focus (hide), Stealthy, Toughness (x4)

Skills Balance +11, Climb +11, Hide -3, Listen +7, Move Silently +7, Spot +5, Survival +2, Swim +16

Assassin

CR 8

Male civilized human rogue 5/assassin 3

LE Medium humanoid

War of the Lance (variant assassin prestige class)

Init +7; **Senses** Listen +11, Spot +11

Languages Common, Khurish, Nerakese

AC 17, touch 13, flat-footed 14; improved uncanny dodge, uncanny dodge

hp 50 (8 HD)

Fort +3 (+5 against poison), **Ref** +12, **Will** +2; evasion

Spd 40 ft.; fast movement

Melee mwk short sword +9 (1d6+2/19-20) or

Ranged +1 *shortbow* +10 (1d6+1/x3) or

Ranged +1 *shortbow* +10 (1d6+1/x3) plus poison (Injury DC 17; 2d6 Con; 2d6 Con)/

Base Atk +6; **Grp** +8

Atk Options death attack (DC 14), sneak attack +5d6

Abilities Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8

SQ poison use, trap sense +1, trapfinding

Feats Improved Initiative^B, Lightning Reflexes, Weapon Focus (shortbow), Weapon Focus (short sword)

Skills Balance +14, Climb +13, Hide +14, Jump +13, Listen +11, Move Silently +14, Open Lock +14, Search +4, Spot +11, Tumble +14

Possessions +1 *shortbow*, +1 *studded leather armor*, mwk short sword, 1 tube containing wyvern poison

Barbarian Slig

CR 7

Male slig barbarian 5

CE Medium humanoid (reptilian)

Bestiary of Kryn, Revised (slig)

Init +1; **Senses** darkvision 60 ft.; Listen +8, Spot +3

Languages Common, Draconic; illiterate

AC 18, touch 11, flat-footed 17; uncanny dodge, improved uncanny dodge

Resist fire 10

hp 38 (8 HD); **DR** 5/magic

Fort +8, **Ref** +5, **Will** +3

Spd 40 ft.; base 30 ft.; fast movement

Melee* bite +6 (1d4+9 plus 1 acid) and 2 claws +1 (1d3+7) or

Melee* +1 *battleaxe* +7/+2 (1d8+10/x3) and bite +2 (1d4+7 plus 1 acid)

* Adjusted with a 5-point Power Attack

Base Atk +7; **Grp** +11

Atk Options Power Attack, rage 2/day (8 rounds)

Special Actions acid spit

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 11

Feats Alertness, Power Attack, Stealthy

SQ trap sense +1

Skills Climb +9, Craft (trapmaking) +3, Hide +7, Intimidate +5, Jump +9, Listen +8, Move Silently +7, Spot +3, Survival +5

Possessions +1 *leather armor*, +1 *battleaxe*

Acid Spit (Ex) 3/day, 1d6 acid damage, 10 ft (no range increment), Reflex DC 14 or blinded for 1d6 rounds. A blinded opponent can take a full round action to flush their eyes and face with water to restore sight, but this action draws an attack of opportunity.

Rage (Ex) When the barbarian slig rages, his statistics change as follows:

AC 16, touch 9, flat-footed 15

hp 54

Fort +10, **Will** +5

Melee* bite +8 (1d4+11 plus 1 acid) and 2 claws +3 (1d3+8) or

Melee* +1 *battleaxe* +9 (1d8+12/x3) and bite +3 (1d4+9 plus 1 acid)

* Adjusted with a 5-point Power Attack

Abilities Str 22, Con 20

Skills Climb +11, Jump +11

Bison Mob

CR 8

N Gargantuan animal (mob of Large animals, see mob rules sidebar page 246)

Init +0; **Senses** low-light vision, scent; Listen +7, Spot +5

AC 10, touch 6, flat-footed 10

hp 225 (30 HD)

Fort +20, **Ref** +17, **Will** +9

Spd 30 ft.

Melee mob (5d6)

Space 20 ft.; **Reach** 0 ft.

Base Atk +22; **Grp** +34

Atk Options Expert Grappler, Improved Bull Rush, Improved Overrun, Trample 2d6+9 (Reflex DC 31 half)

Abilities Str 22, Dex 10, Con 16, Int 2, Wis 10, Cha 4

SQ mob traits, mob anatomy

Feats Alertness, Endurance, Improved Bull Rush^B, Improved Overrun^B

Skills Listen +7, Spot +5

BLACK WILLOW

CR 13

CE Huge plant

Bestiary of Krynn, Revised (black willow)

Init +0; **Senses** low-light vision; Listen +7, Spot +14

Aura sleep aura (30 ft radius, Will DC 23)

Languages Common, Elven, Sylvan (cannot speak)

AC 28, touch 8, flat-footed 28

hp 184 (16 HD); **DR** 15/slashing

Immune electricity, fire; plant traits

Fort +17, **Ref** +5, **Will** +5

Spd 10 ft.

Melee* 12 tendrils +14 each (1d6+9)

Space 15 ft; **Reach** 15 ft

Base Atk +12; **Grp** +26

Atk Options Cleave, improved grab (tendrill), Improved Sunder, Power Attack

Special Actions constrict* (1d8+12), swallow whole

* includes adjustment for a 3-point Power Attack

Abilities Str 23, Dex 10, Con 24, Int 10, Wis 11, Cha 17

Feats Ability Focus (sleep aura), Alertness, Cleave, Improved Sunder, Power Attack Weapon Focus (tendrill)

Skills Hide +10*, Listen +7, Sense Motive +5, Spot +14, Survival +6

Constrict (Ex) A black willow deals 1d8+9 points of damage with a successful grapple check.

Sleep Aura (Su) All creatures within 30 feet of a black willow must succeed at a DC 23 Will save or be affected as if by a sleep spell at caster level 15. Unlike the spell, the black

willow's aura can affect up to a number of Hit Dice equal to its own. Creatures that succeed at their saving throw are fatigued for four rounds. A creature that succeeds on its saving throw cannot be affected by the same black willow's sleep aura for 24 hours. The save DC is Charisma-based.

Swallow Whole/Paralysis (Ex) A black willow can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 25 Fortitude save or be paralyzed for 3d6 rounds by the black willow's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. Because the plant seals itself upon swallowing a creature, a swallowed creature that avoids paralysis can only exit by cutting its way out by using a slashing or piercing weapon to deal 25 points of damage to the black willow's interior (AC 20). Once the creature exits, the plant seals the hole; another swallowed opponent must cut its own way out. A Huge black willow's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller creatures.

Skills: *A black willow gains a +10 competence bonus to Hide checks in a forested area.

BOTTOM FEEDER THUG

CR 5

Male civilized human fighter 4/rogue 1

NE Medium humanoid

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Khurish

AC 15, touch 12, flat-footed 13; **Dodge**, **Mobility**

hp 26 (5 HD)

Fort +5, **Ref** +5, **Will** +2

Spd 30 ft.

Melee mwk short sword +9 (1d6+3/19-20)

Ranged mwk light crossbow +7 (1d8/19-20)

MOBS

Mobs are similar to swarms, although they are composed of larger creatures. The mob template was first detailed in *Dungeon Master's Guide II* (Wizards of the Coast, 2006); the pertinent details are provided below for the mobs that appear in this adventure.

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets normally. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex) A mob has no clear front or back, and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains 30 negative levels breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but they never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A mob can occupy the same space as a creature, since it tramples over and moves around its victims. It can move through squares occupied by enemies and vice versa

without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Mob Traits A mob is treated as a single entity similar to a swarm, save that it is made up of larger creatures. A mob reduced to 0 hit points breaks up, although damage taken until this point does not degrade its ability to attack or resist attack. Mobs don't make normal attacks. To make an attack, it moves into the target creature's space (which provokes an attack of opportunity). Any creature in the spaces occupied by the mob at the end of its movement takes 5d6 bludgeoning damage with no attack roll needed. A mob can move through squares occupied by enemies, and vice versa, without impediment and can move through any opening large enough for its component creatures. Cover and concealment are ignored. Mob attacks ignore concealment and cover. Damage reduction applies to mob attacks. A mob that simply moves over a creature, and doesn't end its movement with that creature in one of its occupied squares, can trample the creature. The trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 plus mob's Strength modifier) to take half damage.

Base Atk +4; Grp +7

Atk Options Cleave, Power Attack, sneak attack +1d6

Abilities Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 10

SQ trapfinding

Feats Alertness^B, Cleave^B, Dodge, Mobility, Power Attack^B,
Weapon Focus (short sword)^B

Skills Bluff +4, Climb +4, Hide +4, Intimidate +7, Jump +4,
Listen +3, Move Silently +4, Spot +3, Swim +8

Possessions mwk studded leather armor, mwk short sword, mwk
light crossbow and quiver of 10 bolts

DRAGONARMY CAPTAIN

CR 11

Male civilized human fighter 11

CE Medium humanoid

Init +6; **Senses** Listen +1, Spot +1

Languages Common, Nerakese, Khurish

AC 19, touch 12, flat-footed 17; **Dodge**

hp 99 (11 HD)

Fort +9, **Ref** +7, **Will** +4

Spd 20 ft. (+1 *breastplate*); base 30 ft.

Melee +1 *longsword* +13/+8/+3 (1d8+12/17-20)

*includes adjustments for a 4-point Power Attack

Base Atk +11; **Grp** +14

Atk Options Cleave, Power Attack

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Feats Cleave^B, Dodge, Greater Weapon Focus (Longsword),
Greater Weapon Specialization (longsword)^B, Improved
Critical (longsword)^B, Improved Initiative^B, Lightning
Reflexes, Power Attack^B, Quick Draw, Weapon Focus
(longsword)^B, Weapon Specialization (longsword)^B

Skills Handle Animal +14, Intimidate +14, Ride+18

Possessions +1 *breastplate*, mwk light steel shield, +1 *longsword*

DRAGONARMY SERGEANT

CR 8

Male civilized human fighter 8

CE Medium humanoid

Init +6; **Senses** Listen +1, Spot +1

Languages Common, Nerakese, Khurish

AC 18, touch 12, flat-footed 16; **Dodge**

hp 72 (8 HD)

Fort +8, **Ref** +6, **Will** +3

Spd 20 ft. (mwk *breastplate*); base 30 ft.

Melee mwk *longsword* +9/+4 (1d8+9/17-20x2)

*includes adjustments for a 4-point Power Attack

Base Atk +8; **Grp** +11

Atk Options Cleave, Power Attack

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Feats Cleave^B, Dodge, Improved Critical (longsword)^B, Improved
Initiative^B, Lightning Reflexes, Power Attack^B, Quick
Draw, Weapon Focus (longsword)^B, Weapon Specialization
(longsword)^B

Skills Handle Animal +7, Intimidate +10, Ride+10

Possessions mwk *breastplate*, mwk light steel shield, mwk
longsword, alert horn

DRAGONARMY SOLDIER

CR 4

Male civilized human fighter 4

CE Medium humanoid

Init +4; **Senses** Listen +0, Spot +0

Languages Common, Nerakese

AC 15, touch 10, flat-footed 15

hp 28 (4 HD)

Fort +4, **Ref** +1, **Will** +1

Spd 20 ft. (chainmail); base 30 ft.

Melee short sword +5 (1d6+2/19-20) or

Ranged light crossbow +4 (1d8/19-20)

Base Atk +4; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Abilities Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 19

Feats Improved Initiative^B, Point Blank Shot^B, Precise Shot, Quick
Draw, Weapon Focus (shortsword)^B, Weapon Specialization
(shortsword)^B

Skills Climb +7, Jump +7, Ride +7

Possessions chainmail, short sword, light crossbow

DUSKMAN

CR 4

Male civilized human rogue 3/cleric 1 of Hiddukel

CE Medium humanoid

Init +2; **Senses** Listen +8, Spot +8

Languages Common, Khur

AC 14, touch 12, flat-footed 12; **Dodge**

hp 22 (4 HD)

Fort +4, **Ref** +5, **Will** +7; evasion

Spd 30 ft.

Melee mwk short sword +5 (1d6/19-20)

Base Atk +2; **Grp** +2

Atk Options sneak attack +2d6

Special Actions rebuke or command undead +1, (3/day, 2d6+1),
spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 1st, +2 melee touch, +4 ranged
touch)

1st—*bane* (DC 13), *disguise self*^D, *inflict light wounds* (DC
13)

0—*light*, *read magic*, *resistance*

^D: Domain spell. Domain: Evil, Trickery

Abilities Str 11, Dex 15, Con 12, Int 11, Wis 15, Cha 10

SQ trap sense +1, trapfinding

Feats Dodge, Iron Will^B, Weapon Finesse

Skills Disguise +6, Gather Information +6, Hide +8, Jump +6,
Knowledge (Arcana) +3, Listen +8, Move Silently +8, Open
Lock +8, Spot +8

Possessions mwk leather armor, mwk short sword

ELITE BAAZ SOLDIER

CR 5

Male baaz draconian fighter 2

CE Medium dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +4,
Spot +4

Languages Common

AC 17, touch 10, flat-footed 17; **Dodge**

hp 34 (4 HD)

Immune disease, paralysis, *sleep*

SR 8

Fort +7, **Ref** +3, **Will** +2

Spd 20 ft. (chainmail); base 30 ft.; glide, Run

Melee *longsword* +5 (1d8+1/19-20) and bite +0 (1d4) or

Melee 2 claws +5 (1d4+1) and bite +0 (1d4)

Base Atk +4; **Grp** +5

Special Actions death throes (Reflex save DC 12 to resist having
the weapon fused inside the baaz's stone body)

Abilities Str 13, Dex 11, Con 13, Int 8, Wis 8, Cha 10

SQ inspired by dragons, low metabolism

Feats Dodge^B, Improved Initiative^B, Run^B, Toughness

Skills Bluff +5, Disguise +5, Intimidate +7, Listen +4, Spot +4

Possessions chainmail, *longsword*

ELITE KAPAK SOLDIER

CR 6

Male kapak draconian fighter 2

NE Medium dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; **Listen** +3, **Spot** +3

Languages Common

AC 19, touch 13, flat-footed 16

Immune disease, *sleep*, paralysis

SR 13

hp 31 (4 HD)

Fort +8, **Ref** +6, **Will** +1

Spd 30 ft.; glide, Run

Melee +1 *short sword* +7 (1d6+3/19-20) and bite +1 (1d4+1 plus poison)

Ranged mwk light crossbow +8 (1d8/x3)

Base Atk +4; **Grp** +6

Atk Options death throes (5-ft. radius, 1d6 acid per round of exposure), Point Blank Shot, Power Attack, sneak attack +1d6

Special Actions saliva

Abilities Str 15, Dex 16, Con 15, Int 10, Wis 6, Cha 10

SQ inspired by dragons, low metabolism

Feats Alertness, Power Attack^B, Point Blank Shot^B, Stealthy, Run^B

Skills Climb +4, Hide +10, Intimidate +2, Jump +6, Listen +5, Move Silently +17, Search +5, Spot +5

Possessions mwk studded leather armor, mwk light wooden shield, +1 *short sword*, mwk light crossbow and quiver with 10 bolts

Saliva (Ex) Poison Fort DC 12; initial 1d6 Dex/secondary 1d6 Dex. Envenoming is a full round action that provokes an attack of opportunity and lasts for 3 rounds or until successfully strikes opponent.

GREEN DRAGON

CR 11

Male young adult green dragon

LE Large dragon (air)

Init +0; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; **Listen** +24, **Spot** +24

Aura frightful presence (150 ft, 16 HD or less, Will DC 20)

Languages Common, Draconic, Elven, Sylvan

AC 25, touch 9, flat-footed 25

Immune acid, *sleep*, paralysis

SR 19

hp 178 (17 HD); **DR** 5/magic

Fort +14, **Ref** +10, **Will** +12

Spd 40 ft.; fly 150 ft. (poor); swim 40 ft.; Hover

Melee bite +23 (2d6+6) and 2 claws +17 (1d8+3) and 2 wings +17 (1d6+3) and tail slap +17 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +17; **Grp** +27

Atk Options Cleave, Flyby Attack, Power Attack

Atk Options breath weapon (40 ft cone, 10d6 acid damage, DC 22 for half, useable every 1d4 rounds)

Sorcerer Spells Known (CL 3rd; +16 ranged touch)

1st—(6/day) *shield*, *obscuring mist*, *true strike*

0—(6/day) *acid splash*, *detect magic*, *mage hand*, *read magic*, *resistance*

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

SQ water breathing

Feats Alertness, Cleave, Flyby Attack, Hover, Power Attack, Weapon Focus (bite)

Skills Bluff +12, Concentration +14, Diplomacy +16, Escape

Artist +10, Hide +6, Intimidate +14, Knowledge (arcana)

+12, Listen +24, Move Silently +10, Search +22, Sense Motive

+12, Spellcraft +4 (+6 with scrolls), Spot +24, Survival +2 (+4

with tracks), Use Magic Device +12 (+14 with scrolls)

GREEN DRAGON RIDER

CR 13

Male civilized human fighter 13

LE Medium humanoid

Init +7; **Senses** Listen +4, **Spot** +4

Languages Common, Nerakese

AC 20, touch 15, flat-footed 17

hp 117 (13 HD)

Fort +10, **Ref** +9, **Will** +6 (+10 against dragonfear)

Spd 20 ft. (mwk breastplate); base 30 ft.

Melee* +2 *longsword* +15/+10/+5 (1d8+10/19-20) or

Melee* +1 *lance* +14/+9/+4 (1d8+11/x3)

* includes adjustments for 5-point Power Attack

Reach 5 ft. (10 ft. with lance)

Base Atk +13; **Grp** +16

Atk Options Great Cleave, Power Attack

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 11, Cha 10

Feats Cleave^B, Great Cleave^B, Greater Weapon Focus (lance),

Greater Weapon Focus (longsword), Improved Initiative^B,

Iron Will, Lightning Reflexes, Mounted Combat^B, Power

Attack^B, Resist Dragonfear, Weapon Focus (lance)^B, Weapon

Focus (longsword)^B, Weapon Specialization (lance)^B

Skills Intimidate +11, Listen +4, Ride +14, **Spot** +4, Tumble +7

Possessions mwk breastplate, *ring of protection* +2, 2 jaspers (each worth 85 stl), 47 stl.

HOBGOBLIN GUARD

CR 5

Male hobgoblin warrior 6

LE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; **Listen** +2, **Spot** +2

Languages Common, Goblin

AC 15, touch 11, flat-footed 14

hp 39 (6 HD)

Fort +7, **Ref** +3, **Will** +1

Spd 30 ft.

Melee mwk longsword +9/+4 (1d8+2/19-20) or

Ranged javelin +7/+2 (1d6+2)

Base Atk +6; **Grp** +8

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness, Endurance, Improved Initiative

Skills Hide +5, Listen +2, Move Silently +8, **Spot** +2

* includes adjustments for a -1 armor check penalty

Possessions mwk studded leather, light wooden shield, mwk longsword, javelin (2)

HUMAN PATROL LEADER

CR 8

Male civilized human fighter 4/ranger 4

CE Medium humanoid

Init +7; **Senses** Listen +6, **Spot** +6

Languages Common, Khur

AC 17, touch 13, flat-footed 14; Dodge, Mobility

hp 85 (8 HD)

Fort +10, **Ref** +10, **Will** +2

Spd 30 ft.

Melee +1 *longsword* +12/+7 (1d8+5/19-20) or

Melee mwk short sword +11/+6 (1d6+2/19-20) or

Melee +1 *longsword* +10/+5 (1d8+5/19-20) and mwk short sword +9 (1d6+1/19-20)

Base Atk +8; **Grp** +10

Atk Options combat style (two-weapon combat), favored enemy (elf) +2

Abilities Str 15, Dex 16, Con 14, Int 10, Wis 11, Cha 10

SQ wild empathy +4 (+0 magical beasts)

Feats Dodge, Endurance^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Quick Draw, Track^B, Two-Weapon Fighting^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Climb +9, Handle Animal +7, Hide +9, Intimidate +7, Jump +8, Listen +6, Move Silently +9, Search +4, Spot +6

Possessions +1 studded leather, +1 longsword

KAPAK BANDIT LEADER

CR 9

Male kapak draconian rogue 3/fighter 2

LE Medium dragon

Init +2; **Senses** darkvision 60 ft, Low-light Vision; Listen +11, Spot +11

Language Common

AC 17, touch 12, flat-footed 15

hp 64 (7 HD)

Immune sleep, disease, paralysis; **SR** 16

Fort +12, **Ref** +10, **Will** +5; evasion

Spd 30 ft.; glide, Run

Melee +1 short sword +7 (1d6/19-20 plus poison) and bite +0 (1d4-1 plus poison) or

Melee bite +5 (1d4-1 plus poison)

Ranged mwk light crossbow +9 (1d8/19-20)

Base Atk +6; **Grp** +5

Atk Options Combat Reflexes, sneak attack +2d6

Special Attacks death throes (5-ft. radius, 1d6 acid per round of exposure), poison saliva

Abilities Str 9, Dex 14, Con 17, Int 11, Wis 8, Cha 14

SQ draconian traits, trapfinding, trap sense +1

Feats Alertness, Combat Reflexes^B, Run^B, Stealthy, Weapon Focus (short sword)^B

Skills Bluff +5, Disguise +7, Hide +13, Listen +10, Move Silently +21, Search +5, Sense Motive +1, Spot +10

Possessions +1 leather armor, +1 short sword, mwk dagger (2), mwk light crossbow w/30 bolts, *cloak of resistance* +2, 55 stl

Poison Saliva (Ex) Either by licking his blade or biting a target the kapak can poison an opponent (Fort DC 14; initial 1d6/secondary 1d6); envenoming a blade takes a full round action and lasts for 3 rounds or until successfully strikes an opponent (whichever comes first).

KENDER HANDLER

CR 6

Male kender rogue 6

NG Small humanoid

Races of Ansalon (chapak)

Init +7; **Senses** Listen +4, Spot +9

Languages Common, Kenderspeak

AC 16, touch 14, flat-footed 13; uncanny dodge

hp 29 (6 HD)

Immune fear

Fort +4, **Ref** +9, **Will** +1; evasion

Spd 30 ft.

Melee mwk chapak +7 (1d6+1/x3) as battleaxe or

Melee dagger +6 (1d3+1/19-20) or

Ranged mwk chapak +9 (1d3+1) as sling

Base Atk +4; **Grp** +1

Atk Options sneak attack +3d6

Special Actions taunt

Abilities Str 12, Dex 17, Con 12, Int 10, Wis 6, Cha 13

SQ trap sense +2, trapfinding

Feats Improved Initiative, Improved Taunt, Nimble Fingers

Skills Bluff +10 (+14 when taunting), Disable Device +10, Diplomacy +3, Hide +16, Intimidate +3, Listen +4, Move Silently +12, Open Lock +18, Search +9, Sleight of Hand +13, Spot +9

Possessions mwk leather armor, mwk chapak w/10 sling bullets, dagger, mwk thieves' tools, pouches with assorted objects

KENDER RANGER

CR 6

Male kender ranger 6

NG Small humanoid (kender)

Races of Ansalon (whippik)

Init +3; **Senses** Listen +6, Spot +8

Languages Common, Elven, Kenderspeak

AC 17, touch 14, flat-footed 14

Immune fear

hp 43 (6 HD)

Fort +8, **Ref** +9, **Will** +3

Spd 30 ft.

Melee mwk whippik +9/+4 (1d4+1 nonlethal) as whip

Ranged mwk whippik +11/+6 (1d4+1) with darts

Base Atk +6; **Grp** +3

Reach 10 ft. (with whippik)

Atk Options improved combat style (archery), favored enemy (goblins +4, humans +2), Manyshot, Point Blank Shot, Rapid Shot

Ranger Spells Prepared (CL 3rd):

1st—*animal messenger*

Abilities Str 12, Dex 17, Con 14, Int 12, Wis 11, Cha 8

SQ animal companion

Feats Alertness, Endurance^B, Manyshot^B, Point Blank Shot, Rapid Shot^B, Stealthy, Track^B

Skills Bluff +2 (+4 when taunting), Climb +4, Concentration -4, Craft (trapmaking) +5, Handle Animal +4, Heal +5, Hide +11, Jump +4, Knowledge (nature) +6, Listen +6, Move Silently +10, Open Lock +6, Sleight of Hand +6, Spot +8, Survival +4

Possessions studded leather armor, mwk whippik, 10 darts

MONSTROUS SLUG

CR 7

N Huge vermin

Init +2; **Senses** darkvision 60 ft, tremorsense 60 ft; Listen +4, Spot +0

AC 17, touch 10, flat-footed 15

(-2 size, +2 dex, +7 natural)

hp 90 (7 HD); **DR** 5/slashing

Fort +15, **Ref** +4, **Will** +2

Spd 30 ft.; burrow 10 ft.; climb 30 ft.

Melee bite +14 (2d6+11 plus paralysis) or

Ranged spit +5 (2d4 acid)

Space 15 ft.; **Reach** 15 ft.

Base Atk +5; **Grp** +24

Special Actions paralysis, trample (1d8+16, Reflex DC 24 half)

Abilities Str 33, Dex 15, Con 27, Int -, Wis 10, Cha 10

SQ squeeze

Feats Great Fortitude, Improved Natural Armor, Toughness

Skills Climb +12, Escape Artist +11, Listen +4, Move Silently +7, Survival +10, Swim +11

Paralysis (Ex) A monstrous slug's body secretes an anaesthetizing slime. A target hit by a monstrous slug's bite, grapple, or trample attack must succeed on a DC 33 Fortitude save or be paralyzed for 3d6 rounds. The save is Constitution based.

Spit (Ex) A monstrous slug's acidic spittle has a range of 30 ft and requires a successful ranged touch attack. The spit does 2d4 points of acid damage and 1d4 points of acid damage per round thereafter until washed off by at least a gallon of water.

Squeeze (Ex) A monstrous slug's pliant body is capable of squeezing through narrow spaces with greater ease than its bulk would indicate. Monstrous slugs suffer only half the penalty for squeezing into a narrow space (-2 AC and -2 on attack rolls) and gains a +8 racial bonus on Escape Artist checks.

OGRE FIGHTERS

CR 8

Male ogre fighter 5

NE Large giant

Init -1; **Senses** darkvision 60 ft; low-light vision; Listen +8, Spot +8

Languages Common, Giant

AC 18, touch 8, flat-footed 19

hp 86 (8 HD)

Fort +12, **Ref** +0, **Will** +1

Spd 30 ft. (+2 *hide armor*); base 40 ft.

Melee Large greatclub +13/+8 (2d8+9)

Ranged mwk large javelin +7/+2 (1d8+6)

Space 10 ft; **Reach** 10 ft

Base Atk +8; **Grp** +18

Atk Options Cleave, Power Attack

Combat Gear *potion of cure light wounds* (2)

Abilities Str 22, Dex 8, Con 19, Int 10, Wis 9, Cha 13

Feats Alertness, Cleave^B, Toughness, Power Attack^B, Weapon Focus (greatclub), Weapon Specialist (greatclub)^B

Skills Climb +10, Hide -5, Intimidate +11, Listen +8, Spot +8

Possessions combat gear plus +2 *hide armor*, mwk large javelin (2), large greatclub 130 stl

OGRE JAILOR

CR 6

Male ogre warrior 4

CE Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

Languages Common, Ogre

AC 15, touch 8, flat-footed 15

hp 37 (8 HD)

Fort +10, **Ref** +1, **Will** +2

Spd 40 ft.

Melee whip +13/+8 (1d4+6 nonlethal) or

Melee* longsword +7/+2 (2d6+9/19-20)

*includes adjustments for a 4-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +16

Atk Options Power Attack

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Feats Exotic Weapon Proficiency (whip), Power Attack, Toughness, Weapon Focus (whip)

Skills Climb +5, Listen +3, Spot +3

Possessions leather armor, whip, longsword

OGRE PATROL

CR 5

Male ogre fighter 2

CE Large giant

Init -1; **Senses** darkvision 60 ft, low-light vision; Listen +4, Spot +3

Languages Common, Giant

AC 18, touch 8, flat-footed 18

hp 69 (6 HD)

Fort +12, **Ref** +1, **Will** +1

Spd 30 ft. (+2 *hide armor*); base 40 ft.

Melee Mwk large greatclub +11 (2d8+9)

Ranged large javelin +3 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +15

Atk Options Cleave, Power Attack

Combat Gear *potion of cure light wounds* (2), *resist energy* (fire 10), *potion of cure moderate wounds*

Abilities Str 22, Dex 8, Con 19, Int 10, Wis 9, Cha 13

Feats Alertness, Cleave^B, Toughness, Power Attack^B, Weapon Focus (greatclub)

Skills Climb +5*, Hide -5, Intimidate +4, Listen +4, Spot +3

* includes armor check penalty

Possessions combat gear plus +2 *hide armor*, 2 mwk javelins, 2 daggers, *cloak of resistance* +1, signal horn, 43 stl.

PRESS GANG LEADER

CR 9

Male half-ogre rogue 9

CE Medium humanoid (ogre)

Init +8; **Senses** low-light vision; Listen +7, Spot +7

Languages Common, Ogre

AC 19, touch 14, flat-footed 15; improved uncanny dodge, uncanny dodge

hp 54 (9 HD)

Fort +6, **Ref** +12, **Will** +3; evasion

Spd 30 ft.

Melee +1 *rapier* +11/+6 (1d6+4/18-20) or

Melee +1 *dagger* +11/+6 (1d4+4/19-20) or

Ranged +1 *dagger* +11 (1d4+4/19-20)

Base Atk +6; **Grp** +9

Atk Options sneak attack +5d6

Abilities Str 17, Dex 18, Con 17, Int 8, Wis 10, Cha 8

SQ evasion, improved uncanny dodge, trap sense +3, trapfinding

Feats Improved Initiative, Lightning Reflexes, Quick Draw, Weapon Finesse

Skills Climb +10, Disable Device +11, Gather Information +6, Hide +11, Intimidate +6, Jump +10, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Tumble +11

Possessions +1 *leather armor*, +1 *rapier*, +1 *dagger*

PRESS GANG SOLDIER

CR 6

Male ogre barbarian 3

CE Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +3

Languages Common, Ogre

AC 16, touch 8, flat-footed 16

hp 59 (7 HD)

Fort +9, **Ref** +1, **Will** +2

Spd 40 ft. (hide armor); base 50 ft.

Melee greatclub* +8/+3 (2d8+13)

*includes adjustments for 3-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +15

Atk Options Power Attack, rage 1/day

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

SQ trap sense +1, uncanny dodge

Feats Power Attack, Toughness, Weapon Focus (greatclub)

Skills Intimidate +3, Listen +4, Spot +3, Survival +4

Possessions greatclub, hide armor, net

Rage (Ex) When the press gang soldier rages, his statistics change as follows:

AC: 14, touch 6, flat-footed 14

hp 72

Fort +11, Will +4

Melee greatclub* +10/+5 (1d10+10)

* includes adjustments for 3-point Power Attack

Abilities Str 25, Con 19

SILVER FOX'S REBEL

CR 5

Male civilized humanoid warrior 6

NG Medium humanoid

Init +1; Senses Listen +1, Spot +1

Language Common

AC 14, touch 11, flat-footed 13; Dodge

hp 56 (6 HD)

Fort +7, Ref +3, Will +3

Spd 30 ft.

Melee mwk short sword +9/+4 (1d6+2/19-20)

Ranged mwk light crossbow +8 (1d8/19-20)

Base Atk +6; Grp +8

Atk Options Point Blank Shot, Power Attack

Abilities Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Feats Dodge, Point Blank Shot, Power Attack, Stealthy^B

Skills Climb +4, Hide +3, Intimidate +5, Jump +4, Knowledge (local) +1, Move Silently +3, Swim +6

Possessions mwk studded leather, mwk short sword, mwk light crossbow and quiver with 10 bolts

SIVAK CAPTAIN

CR 8

Male sivak draconian fighter 2

NE Large dragon

Init -1; Senses darkvision 60 ft, low-light vision; Listen +9, Spot +0

Languages Common

AC 23, touch 9, flat-footed 23

Immunity disease, sleep, paralysis

SR 18

hp 75 (8 HD)

Fort +9, Ref +4, Will +5

Spd 20 ft., fly 40 ft. (poor) (+2 full plate); base 30 ft., fly 60 ft. (poor); Run

Melee 2 claws +12 (1d6+5) and bite +10 (1d8+2) and tail +10 (2d4+2) or

Melee +2 greataxe +15/+10 (3d6+9/x3) and bite +7 (1d8+2)

Base Atk +8; Grp +12

Atk Options Cleave, death throe, Great Cleave, trip, Power Attack

Abilities Str 21, Dex 8, Con 18, Int 13, Wis 10, Cha 13

SQ blend, inspired by dragons, low metabolism

Feats Cleave^B, Great Cleave, Multiattack, Power Attack, Run^B, Weapon Focus (greataxe)^B

Skills Bluff +10, Climb +16, Diplomacy +12, Gather Information +10, Hide -5, Intimidate +14, Jump +16, Listen +9

Possessions +2 full plate armor, +2 greataxe, ring of protection +1

Death Throe (Su) Change shape into killer's image, lasts for 3 days. If killer non-humanoid or bigger than Large, bursts into flames dealing 2d4 points of fire damage in 10 ft radius, Reflex DC 19.

Shapeshift (Su) Assume the form of a Large or smaller creature that it has just killed. This is a standard action and must be done within 1 round of the kill. Remains in that form until adopts a new form or reverts to true form.

Trip (Ex) If hits with tail attack can attempt to trip as free action, without making touch attack or provoking attack of opportunity. If the attempt fails, cannot be tripped in return.

YRASDA

CR 3

LE Large giant (aquatic)

Init +0; Senses darkvision 60 ft.; low-light vision; Listen +4, Spot +4

Languages Common, Ogre

AC 16, touch 9, flat-footed 16

hp 27 (4 HD)

Fort +5, Ref +1, Will +2

Spd 30 ft.; swim 40 ft.

Melee mwk longspear +8 (2d6+6/x3)

Space 10 ft.; Reach 10 ft. (15 ft. with longspear)

Base Atk +3; Grp +11

Abilities Str 18, Dex 10, Con 12, Int 11, Wis 12, Cha 11

SQ alternate form

Feats Toughness, Weapon Focus (longspear)

Skills Climb +8, Hide -4, Listen +4, Spot +4, Swim +8

Possessions leather armor, mwk longspear

Alternate Form (Su) Yrasda can assume the form and physical abilities of a manta ray and remain in that form indefinitely. The yrasda does not regain hit points for changing form; otherwise this effect is similar to the *polymorph* spell. The yrasda can only use this ability when in an environment suitable for a manta ray.

CHAPTER 11: FAITH

LEADER AND PERSONALITIES

AMINA REATH

CR 10

Female half-elf cleric 7 of Zeboim/seawolf of Zeboim 3

CE Medium humanoid (elf)

Holy Orders of the Stars (sea wolf prestige class)

Init +6; Senses blindsense (30 ft.) when underwater; elvensight (darkvision 30 ft., low-light vision); Listen +4, Spot +4

Languages Common, Nerakese

AC 19, touch 12, flat-footed 17

hp 66 (10 HD); DR 3/-

Resist electricity 10

Fort +10, Ref +8, Will +12

Spd 30 ft.

Melee +1 rapier +11/+6 (1d6+3/18-20)

Base Atk +8; Grp +10

Special Actions rage 1/day (5 rounds), rebuke undead (6/day, +3, 2d6+10), spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 9th, +10 melee touch, +10 ranged touch)

5th—*ice storm*^D, *slay living* (DC 18)

4th—*divine power*, *poison* (DC 17), *sleet storm*^D

3rd—*call lightning*^D (DC 16), *haste*, *inflict serious wounds* (DC 16), *prayer*, *wind wall*

2nd—*aid*, *bull's strength*, *gust of wind*^D (DC 15), *hold person* (DC 15), *invisibility*, *owl's wisdom*

1st—*bane* (DC 14), *curse water* (DC 14), *divine favor*, *entropic shield*^D, *obscuring mist*, *protection from good* (DC 14)

0—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*

^D: Domain spell. Domain: Evil, Storm

Abilities Str 15, Dex 15, Con 13, Int 10, Wis 16, Cha 17

SQ Zeboim's blessing (aspect of the dragon turtle, aspect of the shark)

Feats Endurance^B, Improved Initiative, Iron Will, Lightning Reflexes, Lucky

Skills Balance +6, Intimidate +7, Knowledge (religion) +4, Survival +7, Swim +10
Possessions +1 *chain shirt*, +1 *rapier*, *amulet of natural armor* +2
Rage (Ex) When Amina rages, her statistics change as follows:
 AC 17, touch 10, flat-footed 15
hp 86
Fort +12, **Will** +14
Melee +1 *rapier* +13/+8 (1d16+5)
Abilities Str 19, Con 17

APOLETTA

CR 10

Female Dargonesti elf fighter 4/wizard 6

NG Medium humanoid (aquatic, elf)

Init +3; **Senses** elvensight (darkvision 30, low-light vision), seasense; Listen +9, Spot +8

Languages Aquan, Common, Dargonesti

AC 19, touch 15, flat-footed 16; Dodge, Mobility

hp 47 (10 HD)

Immune *sleep*

Resist +2 against enchantment spells and effects

Fort +7, **Ref** +6, **Will** +7

Spd 30 ft, swim 30 ft

Melee *trident of warning* +11/+6 (1d8+3) or

Ranged *trident of warning* +13 (1d8+3) or

Ranged +1 *returning dagger* +11/+6 (1d4+2/19-20) or

Ranged *webnet* +10 touch (entangle)

Base Atk +7; **Grp** +8

Wizard Spells Prepared (CL 6th; +8 melee touch, +10 ranged touch)

3rd—*lightning bolt* (DC 15), *water breathing*

2nd—*darkness*, *detect thoughts* (DC 14), *shatter* (DC 14), *summon monster II*

1st—*color spray* (DC 13), *comprehend languages*, *expeditious retreat*, *magic missile*

0—*detect magic*, *flare*, *ghost sound* (DC 12), *message*

Spell-Like Abilities (CL 10th)

1/day—*blur*, *dancing lights* (DC 12), *darkness*, *obscuring mist*

Abilities Str 13, Dex 16, Con 12, Int 15, Wis 13, Cha 15

SQ alternate form, breath water, surface sensitivity

Feats Alertness, Brew Potion^B, Craft Wondrous ItemDodge^B,

Exotic Weapon Proficiency (net)^B, Leadership, Mobility^B,

Natural Spell, Scribe Scroll^B, Weapon Focus (trident)^B

Skills Concentration +9, Diplomacy +6, Knowledge (arcana) +7,

Knowledge (nature) +7, Knowledge (history) +7, Listen +9,

Search +7, Spellcraft +7, Spot +8, Swim +9

Possessions *trident of warning*, +1 *returning dagger* (2), *webnet*, *ring of protection* +2, *bracers of armor* +4

Spellbook prepared spells plus all 0-level spells; 1st—*detect secret doors*, *disguise self*, *hold portal*, *mage armor*; 2nd—*blur*, *bull's strength*, *obscure object*, *scare*; 3rd—*nonetection*, *rage*, *suggestion*, *summon monster III*

Alternate form (Ex) A Dargonesti can assume the form of a porpoise as a standard action up to three times a day. The Dargonesti may only take this form if in a suitable aquatic environment.

BAS-ΘΗΝ ΚΟΡΑΦ

CR 11

Male minotaur mariner 2/fighter 4/minotaur marauder 5

LE Medium humanoid (minotaur)

Legends of the Twins (revised Mariner class, see sidebar page 239), *War of the Lance* (minotaur marauder prestige class, Bull of the Sea feat)

Init +5; **Senses** Listen -2, Spot -2

Languages Common, Kothian

AC 17, touch 12, flat-footed 16; Dodge

hp 77 (11 HD)

Fort +13, **Ref** +6, **Will** +0

Spd 30 ft.

Melee +1 *greatclub* +15/+10 (1d10+7) and gore +9 (1d6+2) or

Melee +1 *dagger* +15/+10 (1d4+4/19-20) and gore +9 (1d6+2)

Base Atk +10; **Grp** +14

Atk Options accurate strike +4, Cleave, dirty strike +3d4, gore, Improved Bull Rush, Improved Sunder, opportunist, Power Attack

Special Actions bull's wrath

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 6, Cha 6

SQ sailor lore +1, seafaring +5, seamanship +1

Feats Bull of the Sea, Cleave^B, Dodge, Improved Bull Rush^B, Improved Initiative^B, Improved Sunder, Power Attack^B, Skill Focus (intimidate)

Skills Balance +10, Climb +5 (+7 with rope), Intimidate +11,

Profession (sailor) +16, Swim +19, Use Rope +12

Possessions *bracers of armor* +3, +1 *dagger* (2), +1 *greatclub*, *ring of protection* +1, first mate's whistle

BEREM EVERMAN

CR 8

Male civilized human barbarian 3/ranger 2

N Medium humanoid

Init +1; **Senses** Listen +10, Spot +7

Languages Common, Nerakese, Ogre, Saifumi

AC 13, touch 11, flat-footed 12; uncanny dodge

hp 80 (5 HD); regeneration 5

Immune ability drain, death effects, paralysis, poison

Resist acid 10, cold 10, electricity 10, fire 10, sonic 10

Fort +10, **Ref** +5, **Will** +3

Spd 40 ft.

Melee short sword +6 (1d6+1/19-20) or

Melee unarmed strike +6 (1d3+1 nonlethal)

Base Atk +5; **Grp** +6

Atk Options combat style (two-weapon fighting), favored enemy animals +2

Special Actions rage 1/day (9 rounds)

Abilities Str 13, Dex 12, Con 19, Int 14, Wis 14, Cha 13

SQ green gemstone traits, trap sense +1, wild empathy

Feats Alertness^B, Endurance, Skill Focus (survival), Track^B, Two-Weapon Fighting^B

Skills Climb +7, Handle Animal +7, Jump +7, Knowledge

(nature) +10, Listen +10, Profession (sailor) +5, Ride +9,

Search +8, Spot +7, Survival +11, Swim +7

Possessions short sword, leather armor, *green gemstone*

Green Gemstone Traits (Su) The *green gemstone* that is embedded in Berem's chest makes it impossible for him to die. All lethal damage dealt to Berem is automatically converted into nonlethal damage. As long as the *gemstone* is embedded in Berem's chest, he cannot age.

Rage (Ex) When Berem rages, his statistics change as follows:

AC 11, touch 9, flat-footed 10

hp 90

Fort +21, **Will** +10

Melee short sword +8 (1d6+3/19-20) or

Melee unarmed strike +8 (1d3+3 nonlethal)

Abilities Str 17, Con 23

BILLINGS, FIRST MATE

CR 6

Male half-gnome master 5/mariner 1

N Medium humanoid

Legends of the Twins (Revised mariner core class, see sidebar page 239), *Races of Ansalon* (half-gnome, Ergonomic Designer, Gnome Synergy, Mad Genius), *War of the lance* (Master core class, Greater Improvise Weapon feat, Improvise Weapon feat)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Gnome

AC 14, touch 12, flat-footed 12

hp 34 (7 HD)

Fort +4, **Ref** +5, **Will** +6

Spd 30 ft

Melee mwk cutlass of distinction +7 (1d6-1/19-20)

Base Atk +4; **Grp** +3

Abilities Str 8, Dex 15, Con 13, Int 13, Wis 10, Cha 14

SQ jack-of-all-trades, knack (applied craftsmanship, item of distinction [blacksmithing]), primary focus (craftsman), sailor lore +2, seamanship +1

Feats Ergonomic Designer, Gnome Synergy, Greater Improvise Weapon^B, Improvise Weapon^B, Mad Genius, Weapon Finesse^B

Skills Appraise +3 (+5 alchemical & metal), Balance +7, Climb +2 (+5 with rope), Craft (alchemy) +9, Craft (blacksmithing) +9, Diplomacy +7, Disable Device +7, Forgery +3, Jump +1, Knowledge (engineering) +6, Knowledge (local) +4, Listen +4, Open Lock +7, Profession (sailor) +5, Search +5 (+7 secret doors), Sense Motive +4, Spot +4, Swim +1, Tumble +5, Use Rope +6

Possessions leather armor, mwk cutlass of distinction, gnome toolbelt

BLEPHIX

CR 11

Male adult aquatic dragon

CG Large dragon (aquatic, water)

Bestiary of Krynn Revised (aquatic dragon)

Init +5; **Senses** darkvision 120 ft., low-light vision; blindsense 60 ft., keen senses; Listen +28, Spot +28

Aura frightful presence (180 ft., HD 17 or less, Will DC 22)

Languages Common, Elven, Giant

AC 28, touch 10, flat-footed 27

hp 150 (18 HD); **DR** 5/magic

Immune cold, sleep, paralysis

SR 18

Fort +14, **Ref** +14, **Will** +18

Spd 40 ft. swim 80 ft.

Melee* bite +17 (2d6+11) and 2 claws +15 (1d8+8) and tail slap +14 (1d8+13)

* includes adjustments for a 6-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 with bite)

Base Atk +18; **Grp** +27

Atk Options constrict 1d8+7, improved grab, Power Attack

Special Actions breath weapon (40 ft., slow 1d6+6 rounds, Fort DC 22 negates), hoarfrost (40 ft. cone, 6d6, Reflex DC 22 half, 1d4 rounds between uses)

Sorcerer Spells Known (CL 7th, +22 melee touch, +17 ranged touch)

3rd—*dispel magic*, *tongues*

2nd—*darkness*, *mirror image*, *cat's grace*

1st—*hypnotism* (DC 14), *identify*, *protection from evil*, *shield*, *sleep* (DC 14)

0—*daze* (DC 13), *detect magic*, *detect poison*, *ghost sound* (DC 13), *light*, *read magic*, *resistance*

Spell-Like Abilities (CL 7th):

At will—*continual flame* (from fringe only)

3/day—*fog cloud*, *invisibility*

Abilities Str 21, Dex 12, Con 17, Int 17, Wis 24, Cha 16

SQ alternate form, waterbreathing

Feats Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Skills Concentration +18, Diplomacy +18, Escape Artist +16, Intimidate +18, Knowledge (arcane) +18, Knowledge (history) +18, Listen +28, Search +24, Sense Motive +21, Spot +28, Swim +34

CAPTAIN GNILLI, CAPTAIN OF AQUA REGIS CR 13

Male gnome master (crafts) 8/mariner 2/gnomish tinker 3

CG Small humanoid

Legends of the Twins (Revised mariner core class, see sidebar page 239), *Races of Ansalon* (gnomish tinker prestige class; Gnome Synergy and Unfettered Creativity feats), *War of the lance* (master core class; Improvise Weapon, Lucky, and Sharp-Eyed feats)

Init +0; **Senses**: Listen +8, Spot+8

Languages Common, Dwarven, Elven, Gnome, Ogre, Solamnic

AC 13, touch 11, flat-footed 12

hp 40 (13 HD)

Fort +7, **Ref** +9, **Will** +11

Spd 20 ft.

Melee mwk cutlass of renown +13/+8 (1d4/19-20)

Base Atk +10; **Grp** +6

Atk Options dirty strike +1d4

Abilities Str 11, Dex 10, Con 10, Int 16, Wis 12, Cha 15

SQ consultant, guild affiliation (blacksmith), kitbash, knacks (item of distinction, item of renown, complementary scholarship) macguffin 1/day, remarkable discovery (nimble fingers), primary focus (craft), sailor lore +2, seamanship +1, secondary focus (sage), toolbelt

Feats Alertness^B, Gnome Synergy, Improvise Weapon, Lucky, Nimble Fingers^B, Sharp-Eyed, Skill Focus (craft [blacksmithing])^B, Skill Focus (Disable Device)^B, Skill Focus (knowledge [engineering])^B, Unfettered Creativity

Skills Appraise +11 (+13 alchemy & metal), Balance +6, Climb +4, Craft (alchemy) +15, Craft (blacksmithing) +18, Decipher Script +14, Disable Device +18, Escape Artist +11, Hide +8, Jump +6, Knowledge (engineering) +18, Knowledge (nature) +7, Listen +8, Open Lock +12, Profession (sailor) +6, Search +10 (+12 for secret doors), Sense Motive +8, Speak Language (elven, dwarven), Spot +8, Swim +3, Tumble +7, Use Rope +9, Use Magic Device +13 (+15 with scrolls)

Possessions leather armor, gnomish toolbelt, mwk cutlass of renown

Consultant (Ex) Whenever Gnilli aids another with a skill check in which Gnilli has ranks, the standard +2 circumstance bonus is increased by 1.

Kitbash (Ex) Gnilli may make a Craft (tinkering) (DC 20) in order to coax greater performance out of an item. If successful, the item gains up to a +4 enhancement bonus to any relevant skill checks, attack rolls, or saving throw DCs. This bonus does not stack with other bonuses such as enhancement bonuses. Any other character than Gnilli must make a Craft (tinkering) check (DC 15) or Disable Device check (DC 20) in order to figure out how to make the item work at its new performance rate. The time spent making the improvement is equal to 10 minutes per point of enhancement bonus minus 5 minutes per 5 points the

Craft (tinkering) check exceeds the check DC (minimum 5 minutes). Improvements cost tool points equal to one tenth of the item's cost and the improvements last 4 hours.

MacGuffin (Ex) Once a day, Gnilli can produce a single-use item which duplicates the effects of any 0-level wizard spell (CL 4) as a full round action. Only Gnilli can use these items and they cannot be duplicated by others. The MacGuffins are not magical, even though they duplicate magical effects and therefore spell resistance and anti-magic effects do not work on them. Each MacGuffin uses 1 tool point.

Toolbelt Gnilli's toolbelt is fully stocked, containing 30 tool points, which are used to create kitbashes and MacGuffins. Tool points spent can be replaced in any large town, costing 10 stl. per tool point.

CAPTAIN RAMOS MACCABY

CR 10

Male civilized human mariner 10

NE Medium humanoid

Legends of the Twins (Revised mariner core class, see sidebar page 239; cutlass)

Init +7; **Listen** +2, **Spot** +10

Languages Common, Saifumi

AC 18, touch 14, flat-footed 15; back-to-back +2

hp 80 (10 HD)

Fort +10, **Ref** +13, **Will** +6

Spd 30 ft.

Melee* +1 *shock cutlass* +12/+7 (1d6+9 plus 1d6 electricity /17-20) or

Melee +1 *dagger* +15/+10 (1d4+5/19-20) or

Ranged +1 *dagger* +14 (1d4+5/19-20)

Base Atk +10; **Grp** +14

Atk Options Combat Expertise, dirty strike +3d4, Power Attack

Combat Gear *potion of bull's strength* (2)

Abilities Str 18, Dex 16, Con 14, Int 13, Wis 14, Cha 10

SQ sailor lore +11, seamanship +3

Feats Combat Expertise, Improved Critical (cutlass), Improved Initiative^B, Lightning Reflexes^B, Lucky^B, Power Attack^B, Quick Draw, Weapon Focus (cutlass)

Skills Balance +16, Climb +16, Profession (sailor) +18, Spot +10, Swim +9, Tumble +13, Use Rope +13

Possessions combat gear plus +1 *studded leather armor*, +1 *shock cutlass*, ring of protection +1, *dagger*

CLARION

CR 23

Male wyrm bronze dragon

LG Gargantuan dragon (water)

Aura frightful presence (330 ft, HD 35 or less, Will DC 36 negates)

Init +0; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; Listen +46, Spot +46

Languages Draconic, Elven, Kothian, Solamnic

AC 41, touch 6, flat-footed 41

hp 522 (36 HD); **DR** 20/magic

Immune electricity, *sleep*, paralysis

SR 29

Fort +28, **Ref** +20, **Will** +28

Spd 40 ft.; fly 200 ft. (clumsy); swim 60 ft.; Hover, Wingover

Melee bite +45 (4d6+13) and 2 claws +40 (2d8+6) and 2 wings +40 (2d6+6) and tail slap +40 (2d8+19)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +36; **Grp** +61

Atk Options crush (20 ft, Medium or smaller 4d6+19, Reflex DC 36 or pinned), Flyby Attack, Flyby Breath

Special Actions breath weapon (60 ft cone, damage 22d6

electricity, Reflex DC 36 for half or repulsion gas, Will DC 36 negates, usable every 1d4 rounds), Snatch (Medium or smaller, bite 4d6+12/round or claw 2d8+6/round)

Sorcerer Spells Known (CL 17th, +45 melee touch, +36 ranged touch; spell pen +19)

8th—(7/day) *discern location*, *power word stun*

7th—(7/day) *greater restoration*, *phase door*, *power word blind*

6th—(7/day) *cone of cold* (DC 24), *true seeing*, *move earth*

5th—(7/day, 4 remaining) *cloudkill** (DC 23), *flame strike*

(DC 23), *telekinesis** (DC 23), *transmute rock to mud**

4th—(8/day, 4 remaining) *black tentacles** (DC 22), *fire trap**

(DC 22), *wall of fire** (DC 22), *wall of ice** (DC 22)

3rd—(8/day, 4 remaining) *clairaudience/clairvoyance**, *dispel magic**, *major image** (DC 21), *stone shape**

2nd—(8/day, 6 remaining) *acid arrow*, *pyrotechnics** (DC 20), *resist energy*, *shatter* (DC 20), *web** (DC 20)

1st—(8/day, 7 remaining) *cure light wounds*, *grease** (DC 19), *hypnotism* (DC 19), *magic missile*, *shield of faith*

0—(6/day) *arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 18), *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

* These spells have been used once already.

Spell-Like Abilities (CL 13th)

At will—*speak with animals*

3/day—*create food & water*, *fog cloud*, *detect thoughts*, *control water*

Abilities Str 37, Dex 10, Con 27, Int 26, Wis 27, Cha 26

SQ Alternate Form, Water Breathing

Feats Alertness, Empower Spell, Flyby Attack, Flyby Breath, Hover, Improved Counterspell, Magical Aptitude, Negotiator, Persuasive, Skill Focus (diplomacy), Snatch, Spell Penetration, Wingover

Skills Bluff +40, Climb +28, Concentration +47, Diplomacy +52, Escape Artist, Intimidate +40, Jump +28, Knowledge (arcana) +40, Knowledge (history) +47, Listen +46, Search +44, Sense Motive +40, Spellcraft +40, Spot +46, Survival +38, Swim +43, Use Magic Device +40 (+42 with scrolls)

DARKTIDE

CR 16

Male mature adult sea dragon

NE Huge dragon (aquatic, water)

Age of Mortals (sea dragon)

Init +4; **Senses** darkvision 60 ft., low-light vision, keen senses, seasense 210 ft.; Listen +30, Spot +30

Aura frightful presence (DC 26 underwater or DC 22 above water, 210 ft., 23 HD or fewer)

Languages Aquan, Common, Draconic

AC 32, touch 8, flat-footed 32

hp 276 (24 HD); **DR** 10/magic

Immune fire, paralysis, *sleep*

SR 23

Fort +19, **Ref** +16, **Will** +21

Spd 20 ft.; swim 60 ft.

Melee* bite +24 (3d8+17) and 2 claws +22 (2d6+12) and tail slap +21 (2d6+21)

* includes adjustments for an 8-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +24; **Grp** +41

Atk Options Power Attack

Special Actions breath weapon (50 ft. cone of steam, 7d8 fire, Reflex DC 27 for half, 1d4 rounds between uses), capsize

Sorcerer Spells Known (CL 7th, +31 melee touch, +22 ranged touch)

3rd—(5/day) *blink, dispel magic*
 2nd—(7/day) *blur, darkness, invisibility*
 1st—(7/day) *magic missile, protection from good, silent image, shocking grasp, sleep* (DC 15)
 0—(6/day) *daze* (DC 14), *detect magic, detect poison, ghost sound* (DC 14), *light, read magic, resistance*

Spell-Like Abilities (CL 7th):

3/day—*entangle, scaly command*

Abilities Str 29, Dex 10, Con 21, Int 16, Wis 16, Cha 18

SQ waterbreathing

Feats Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Skills Concentration +21, Hide +27, Intimidate +23, Listen +30, Search +30, Sense Motive +23, Spot +30, Survival +30, Swim +36

Capsize (Ex) Darktide can capsize a boat or ship when he surfaces under it. Vessels up to 20 feet long are capsized 95% of the time, vessels between 20 and 60 feet long 50%, and vessels above 60 feet are capsized 20% of the time.

Seasense (Ex) This ability allows Darktide to automatically detect any object of Medium-size or larger in the water around him. It has the same range as Darktide's frightful presence ability (210 ft.). Opponents that Darktide can't actually see still have total concealment against the sea dragon.

Scaly Command (Sp) This ability functions like a *mass charm monster* spell except that it only affects scaled animals (reptiles and fish). Darktide can communicate with any charmed animal as though casting a *speak with animals* spell. This ability functions as a 1st-level spell.

FRITZEN DØRGAARD

CR 9

Male half-ogre fighter 2/rogue 2/mariner 4

CN Medium giant

Legends of the Twins (revised mariner core class, see sidebar page 239), *War of the Lance* (Lucky feat)

Init +7; **Senses** low-light vision; Listen +7, Spot +7

Languages Common, Saifumi

AC 18, touch 14, flat-footed 15; back to back +1, Dodge

hp 65 (8 HD)

Fort +10, **Ref** +13, **Will** +3; evasion

Weakness afraid of fire (Will save vs DC 10 for torches, 15 for medium fires, 20 for large fires, or shaken until 30 ft from source)

Spd 30 ft.

Melee +1 rapier +12/+7 (1d6+5/18-20) or

Melee mwk dagger +11/+6 (1d4+4/19-20) or

Ranged mwk dagger +11 (1d4+4/19-20)

Base Atk +7; **Grp** +11

Atk Options dirty strike +1d4, sneak attack +1d6

Abilities Str 18, Dex 16, Con 14, Int 10, Wis 13, Cha 8

SQ sailor lore +4, seamanship +1, trapfinding

Feats Acrobatic, Dodge^B, Improved Initiative^B, Lightning Reflexes, Lucky, Weapon Finesse, Weapon Focus (rapier)^B

Skills Balance +6, Climb +7, Escape Artist +8, Jump +8, Listen +7, Profession (sailor) +9, Spot +7, Swim +8, Tumble +8

Possessions +1 studded leather, +1 rapier, mwk dagger (3), ring of protection +1

GCHARLA

CR 15

Male gravetouched ghoulish yrasda fighter 5/rogue 1/blackguard 5 of Takhisis

CE Large undead (augmented giant)

Libris Mortis (gravetouched ghoulish template)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +4

Aura aura of despair (10-ft. radius, enemies -2 to saving throws)

Languages Common, Ogre

AC 25, touch 10, flat-footed 24

hp 112 (15 HD)

Immune undead traits

Resist turn resistance +2

Fort +13, **Ref** +7, **Will** +6; dark blessing

Spd 30 ft.; swim 40 ft.

Melee* +2 mighty cleaving keen greatsword +17/+12/+7 (3d6+31/17-20) or

Melee bite +20 (1d8+9 plus ghoulish fever plus paralysis) and 2 claws +18 (1d6+4 plus paralysis)

* includes adjustments for a 7-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +26

Atk Options ghoulish fever (Fort save DC 13; disease, 1 day, 1d3 Con/1d3 Dex), paralysis (DC 13, 1d4+1 rounds; elves immune), rebuke undead (4/day, +1, 2d6+4), smite good (2/day, +1 to hit, +5 damage), sneak attack +2d6

Blackguard Spells Prepared (CL 5th, +20 melee touch, +12 ranged touch)

2nd—*bull's strength, inflict moderate wounds* (DC 13)

1st—*corrupt weapon, inflict light wounds* (DC 12)

Spell-Like Abilities (CL 5th):

At will—*detect good*

Abilities Str 28, Dex 12, Con —, Int 8, Wis 14, Cha 12

SQ alternate form (3/day), dark blessing, poison use, trapfinding

Feats Cleave, Improved Sunder^B, Lightning Reflexes, Multiattack^B, Power Attack, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills Climb +11, Hide +5, Knowledge (religion) +2, Listen +4, Spot +4

Possessions +2 scale mail, +2 mighty cleaving keen greatsword, amulet of natural armor +2, belt of giant strength +4

Alternate Form (Su) An yrasda can assume the form and physical qualities of a manta ray and remain in this form indefinitely. It does not regain hit points for changing form, but this ability is otherwise similar to a *polymorph* spell cast by a wizard of the yrasda's character level. The yrasda may only use this ability while in an environment suitable for manta rays (such as the sea).

HOWWAN

CR 12

Male Dargonesti elf ghost noble 4/fighter 6

LN Medium undead

Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +19, Spot +22

Languages Aquan, Common, Dargonesti

AC 24, touch 19, flat-footed 20; Dodge

hp 80 (10 HD)

Immune undead traits

Fort +6, **Ref** +12, **Will** +8

Spd 30 ft., fly 30 ft. (perfect)

Melee longsword +13/+8 (1d8+5/17-20) against ethereal or

Melee corrupting touch +13/+8 (1d6) against material opponents or

Melee corrupting touch +12/+7 (1d6+3) against ethereal

Base Atk +9; **Grp** +12

Atk Options Power Attack

Special Actions coordinate +1, corrupting gaze (30 ft., 2d10 damage plus 1d4 Con, Fort DC 20 negates), frightful moan (30-foot radius spread, causes panic for 2d4 rounds, Will DC 20 negates), inspire confidence 1/day

Spell-Like Abilities (CL 10th):

1/day—*blur, dancing lights, darkness, obscuring mist*

Abilities Str 17, Dex 19, Con —, Int 13, Wis 15, Cha 21

SQ bonus class skill (Spot), favor +2, manifestation, rejuvenation, seasense, turn resistance +4

Feats Alertness, Dodge^B, Improved Critical (longsword), Improved Initiative, Lightning Reflexes, , Power Attack^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Diplomacy +12, Hide +12, Intimidate +12, Listen +19, Ride +11, Search +9, Spot +22, Swim +16

Seasense (Ex) Howwan receives a +2 racial bonus to notice details and peculiarities about water, such as strange pollutants (including poisons and diseases), approximate depth, temperature, pressure, and the like. A sea elf can intuit depth much as a human has an instinctive sense of which way is up.

KAAL

CR 14

Spirit naga sorcerer 2/ambient tempest 3

CE Large aberration

Bestiary of Krynn, Revised (ambient tempest prestige class)

Init +1; **Senses** darkvision 60 ft; Listen +14, Spot +14

Languages Abyssal, Aquan, Common, Elven, Magius

AC 19, touch 12, flat-footed 18

hp 95 (14 HD)

Fort +10, **Ref** +5, **Will** +11

Spd 40 ft

Melee bite +10 (2d6+3 plus poison)

Space 10 ft; **Reach** 5 ft

Base Atk +8; **Grp** +15

Attack Options ambient secret (improved metamagic), spellshaping, Widen Spell

Special Actions charming gaze

Sorcerer Spells Known (CL 11th, +11 melee touch, +9 ranged touch)

5th—(5/day) *mind fog* (DC 20), *slay living* (DC 20)

4th—(7/day) *charm monster* (DC 19), *divine power*, *greater magic weapon*

3rd—(7/day) *dispel magic*, *inflict serious wounds* (DC 18), *vampiric touch* (DC 18), *water breathing*

2nd—(7/day) *daze monster* (DC 17), *detect thoughts* (DC 17), *cure moderate wounds*, *death knell* (DC 17), *invisibility*

1st—(8/day) *cause fear* (DC 16), *darkness* (DC 16), *mage armor*, *magic missile*, *true strike*

0—(6/day) *acid splash*, *cure minor wounds*, *daze* (DC 15), *detect magic*, *inflict minor wounds*, *mage hand*, *read magic*, *touch of fatigue* (DC 15), *virtue*

Abilities Str 17, Dex 12, Con 16, Int 16, Wis 14, Cha 21

SQ shifting knowledge

Feats Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials^B, Magical Affinity, Widen Spell

Skills Bluff +10, Concentration +16, Diplomacy +6, Listen +14, Knowledge (arcana) +13, Sense Motive +7, Spellcraft +19, Spot +14, Use Magic Device +17 (+19 with scrolls)

Possessions *amulet of natural armor* +1, *ring of protection* +2 (worn on tail)

Ambient Secret (Ex) The ambient tempest can apply a metamagic feat to one of his spells without taking the full round action that is normally needed to do so.

Charming Gaze (Su) As *charm person*, except 30 ft range and Will DC 21 negates.

Poison (Ex) Injury, Fort DC 17, initial and secondary damage 1d8 Con.

Shifting Knowledge (Ex) The ambient tempest can meditate for 1 hour once per week and learn a new spell in place of one he already knows. The new spell must be two levels lower than the highest spell level of the ambient tempest.

Spellshaping (Ex) Kaal may reduce the area of a burst, emanation, line, or spread-shaped spell by half (as per the reverse of the Widen Spell feat). A spell that is reduced in this manner uses a spell slot one level lower than normal.

KARLLUNG THE ILLUSIONIST

CR 9

Male half-ogre illusionist 5/Wizard of High Sorcery 4

CN Medium humanoid

Init +2; **Senses** low-light vision; Listen +1, Spot +1

Languages Common, Draconic, Kothian, Magius

AC 18, touch 13, flat-footed 16

hp 38 (9 HD); **DR** 10/adamantine

Resist +1 against illusions

Fort +3, **Ref** +4, **Will** +9

Spd 30 ft.

Melee mwk quarterstaff +6 (1d6+1)

Ranged mwk dagger +7 (1d4+1/19-20)

Base Atk +4; **Grp** +5

Atk Options Magic of Deception 2/day (enlarge or extend illusions)

Wizard Spells Prepared (CL 9th, 10th for illusions)

5th—*mind fog* (DC 17), *seeming* (DC 18)

4th—*hallucinatory terrain* (DC 17), *phantasmal killer* (DC 17), *stoneskin**

3rd—*dispel magic*, *protection from energy*, *major image* (DC 16), *phantom steed*

2nd—*acid arrow*, *detect thoughts* (DC 14), *invisibility*, *mirror image*, *protection from arrows*, *whispering wind*

1st—*color spray* (DC 14), *mage armor**, *magic weapon*, *silent image* (DC 14), *sleep* (DC 13), *true strike*

0—*detect magic*, *ghost sound* (DC 12), *read magic*, *mage hand*
* already cast

Combat Gear *wand of dispel magic* (10 charges)

Abilities Str 12, Dex 14, Con 13, Int 15, Wis 13, Cha 8

SQ arcane research +2, summon familiar

Feats Extend Spell^B, Greater Spell Focus (illusion), Magical Aptitude, Scribe Scroll^B, Skill Focus (knowledge [arcana]), Spell Focus (illusion)

Skills Concentration +8, Decipher Script +7, Intimidate +4, Knowledge (arcana) +15, Profession (sailor) +6, Spellcraft +14 (+16 with illusions), Use Magic Device +7 (+11 with scrolls)

Spellbook all spells prepared and all 0-level and 1st level spells from the *Players Handbook* except evocation and necromancy spells; 2nd—*darkness*, *glitterdust*, *resist energy*, *shatter*, *summon monster II*; 3rd—*haste*, *keen edge*, *stinking cloud*, *tongues*; 4th—*detect scrying*, *stone shape*, *summon monster IV*; 5th—*overland flight*, *passwall*.

Possessions *bracers of dexterity* +2, *ring of protection* +1, mwk quarterstaff, mwk dagger

KHELLENDROS ("Skie")**CR 18****Male old blue dragon**

LE Huge dragon (earth)

Aura frightful presence (240 ft, HD 26 or less, Will DC 27 negates)**Init** +4; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; Listen +34, Spot +34**Languages** Common, Draconic, Elven, Ergot, Nerakese, Solamnic**AC** 36, touch 10, flat-footed 36**hp** 337 (27 HD); **DR** 10/magic**Immune** electricity, *sleep*, paralysis**SR** 24**Fort** +21, **Ref** +15, **Will** +19**Spd** 40 ft., burrow 20 ft., fly 150 ft. (poor); Flyby Attack, Flyby Breath, Hover, Strafing Breath, Wingover**Melee** bite +35 (2d8+10) and 2 claws +31 (2d6+5) and 2 wings +30 (1d8+5) and tail slap +30 (2d6+15)**Space** 15 ft; **Reach** 10 ft (15 ft with bite)**Base Atk** +27; **Grp** +45**Atk Options** Cleave, crush (15 ft, Medium or smaller 2d8+15, Reflex DC 29 or pinned), Power Attack**Special Actions** breath weapon (100 ft. line, damage 16d8 electricity, Reflex DC 29 for half, usable every 1d4 rounds)**Sorcerer Spells Known** (CL 9th, +35 melee touch, +25 ranged touch)4th—(6/day) *confusion* (DC 18), *storm wall* (DC 18)3rd—(7/day) *dispel magic*, *fireball* (DC 17), *summon monster III*2nd—(7/day) *blindness/deafness* (DC 16), *invisibility*, *shocking spark*, *stone shards* (DC 16)1st—(7/day) *alarm*, *floating disc*, *identify*, *magic missile*, *ray of enfeeblement*0—(6/day) *arcane mark*, *daze* (DC 14), *detect magic*, *detect poison*, *flare* (DC 14), *ghost sound*, *open/close*, *ray of frost***Spell-Like Abilities** (CL 9th)3/day—*create/destroy water* (DC 27), *ventriloquism* (DC 15)1/day—*hallucinatory terrain* (DC 19)**Combat Gear** arcane scroll (CL 9th): *alter self*, *darkness*, *rainbow pattern*, arcane scroll (CL 11th): *shadow evocation* (CL 11th)**Abilities** Str 31, Dex 10, Con 23, Int 18, Wis 19, Cha 18**SQ** sound imitation**Feats** Alternate Form, Cleave, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Power Attack, Strafing Breath, Weapon Focus (claw), Wingover**Skills** Bluff +24, Concentration +25, Diplomacy +23, Escape Artist +21, Gather Information +14, Intimidate +21, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (the planes) +24, Listen +34, Sense Motive +29, Spellcraft +21, Search +34, Spot +34**Possessions** combat gear plus *ring of protection* +2**Blue Wizard** In his disguise as the Blue Wizard, Khellendros has the following altered statistics:**AC** 12, touch 12, flat-footed 12**Fort** +15**Grp** +27**Melee** quarterstaff +27/+22/+17/+12 (1d6)**Sorcerer Spells Known** (+27 melee touch)**Abilities** Str 10, Con 10**Skills** Concentration +29, Disguise +16 (maintaining Blue Wizard disguise only)**KING OF THE DEEP****CR 22**

LE Colossal outsider (evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft.; Listen +37, Spot +37**Languages** Aquan, Common, Infernal**AC** 29, touch 1, flat-footed 29**hp** 350 (28 HD); **DR** 20/cold iron**Resist** cold 20, electricity 20; **SR** 30**Fort** +24, **Ref** +17, **Will** +20**Spd** swim 80 ft.**Melee*** bite +24 (6d6+27/19-20) and 4 tentacles +21 (2d8+19 plus paralysis) and 2 pincers +22 (2d8+19) and tail slap +21 (4d6+19)

* includes adjustments for a 12-point Power Attack

Space 30 ft.; **Reach** 20 ft.**Base Atk** +28; **Grp** +59**Atk Options** paralysis (Fort DC 32, 2d6 Con plus paralyzed 2d8 rounds), Power Attack**Special Actions** improved grab (bite or tentacles or pincers), unholy shockwave, swallow whole**Abilities** Str 40, Dex 8, Con 26, Int 14, Wis 18, Cha 18**SQ** aura of evil, telepathic link**Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (pincer)**Skills** Concentration +39, Diplomacy +35, Intimidate +35, Knowledge (arcane) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (religion) +33, Listen +37, Sense Motive +35, Spellcraft +33, Spot +37, Swim +46**Telepathic Link (Su)** The King of the Deep shares a telepathic link with all evil-aligned creatures within a 5-mile radius.

The telepathic link enables it to communicate with any evil-aligned creature it wishes and the communication goes both ways. The link with the twelve death statues is even stronger and the King of the Deep is aware of any intrusion into its lair as well as damage dealt to the death statues.

Unholy Shockwave (Su) Once every 1d3 rounds, the King of the Deep can use a standard action to emit a wave of unholy energy. The wave has a radius of 100 feet and every good-aligned creature caught within the wave's area of effect suffers 3d6 point of unholy damage. Furthermore, all good-aligned creatures within 100 feet must make a Will save (DC 28) or become panicked for 2d6 rounds.**LENDLE CHAFKA****CR 9****Male tinker gnome master 5/gnomish tinker 4**

NG Small humanoid

War of the Lance (master class, gnomish tinker prestige class, Lucky feat)**Init** +4; **Senses** Listen +12, Spot +12**Languages** Common, Dwarven, Gnome, Kothian, Saifumi, Solamnic**AC** 17, touch 15, flat-footed 13**hp** 23 (9 HD)**Fort** +2, **Ref** +10, **Will** +12**Spd** 20 ft.**Melee** mwk dagger +7 (1d6/19-20) or**Ranged** mwk dagger +11 (1d6/19-20)**Base Atk** +6; **Grp** +2**Abilities** Str 10, Dex 19, Con 8, Int 19, Wis 14, Cha 14**SQ** consultant +2, guild affiliation (technical), kitbash, knacks (items of distinction, item of renown), primary focus (craftsman)

Feats Iron Will, Lucky, Nimble Fingers, Skill Focus (alchemy)^B, Skill Focus (craft [carpentry])^B, Skill Focus (craft [tinkering])^B, Skill Focus (profession [cooking])^B

Skills Appraise +12, Craft (alchemy) +19, Craft (carpentry) +20, Craft (tinkering) +22, Diplomacy +12, Disable Device +14, Knowledge (engineering) +12, Listen +12, Open Lock +14, Profession (cooking) +15, Search +12, Spot +12

Possessions mwk dagger, mwk leather armor, toolbelt

Kitbash (Ex) Lendle may make a DC 20 Craft (tinkering) check in order to coax greater performance out of an item. If successful, the item gains up to a +4 enhancement bonus to any relevant skill checks, attack rolls, or saving throw DC. This bonus does not stack with other bonuses such as enhancement bonuses. Any other character than Lendle must make a DC 15 Craft (tinkering) check or DC 20 Disable Device check to figure out how to make the item work at its new performance rate. The time spent making the improvement is equal to 10 minutes per point of enhancement bonus minus 5 minutes for every 5 points the Craft (tinkering) check exceeds the check DC (minimum 5 minutes). Improvements cost tool points equal to one tenth of the item's cost and the improvements last 4 hours.

Consultant (Ex) Whenever Lendle aids another with a skill check in which Lendle has ranks, the standard +2 circumstance bonus is increased by 2 (for a total of +4).

MacGuffin (Ex) Once a day, Lendle can produce a single-use item which duplicates the effects of any 0-level wizard spell (CL 4) as a full round action. Only Lendle can use these items and they cannot be duplicated by others. The MacGuffins are not magical, even though they duplicate magical effects and therefore spell resistance and anti-magic effects do not work on them. Each MacGuffin uses 1 tool point.

Toolbelt Lendle's toolbelt is fully stocked, containing 30 tool points which are used to create kitbashes and MacGuffins. Tool points spent can be replaced in any large town, costing 10 stl. per tool point.

LETHARGY

CR 11

Male young adult sea dragon

NE Large dragon (aquatic, water)

Dragons of Krynn (sea dragon)

Aura frightful presence (150 ft, HD 17 or less, Will DC 22 underwater or DC 18 above water)

Init +4; **Senses** darkvision 120 ft, keen senses, seasense 150 ft.; Listen +22, Spot +22

Languages Aquan, Common, Draconic

AC 26, touch 9, flat-footed 26

hp 189 (18 HD); **DR** 5/magic

Immune fire, paralysis, *sleep*

SR 20

Fort +15, **Ref** +11, **Will** +12

Spd 20 ft.; swim 60 ft.

Melee bite +23 (2d6+6) and 2 claws +19 (1d8+3) and tail slap +18 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +18; **Grp** +28

Atk Options Blind Fight, Cleave, Improved Sunder, Power Attack

Special Actions breath weapon (60 ft cone, damage 5d8 fire, Reflex DC 23 for half, usable every 1d4 rounds), capsize

Sorcerer Spells Known (CL 3rd, +23 melee touch, +17 ranged touch)

1st—(6/day) *ray of enfeeblement*, *true strike*

0—(6/day) *acid splash*, *daze* (DC 13), *light*, *mage hand*, *resistance*

Spell-Like Abilities (CL 1st)

3/day—*scaly command*

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 13, Cha 16

SQ water breathing

Feats Blind Fight, Cleave, Improved Initiative, Improved Natural Armor, Improved Sunder, Power Attack, Weapon Focus (claw)

Skills Escape Artist +21, Hide +17, Intimidate +24, Listen +22, Search +23, Spot +22, Survival +22, Swim +27

Capsize (Ex) Lethargy can capsize a boat or ship when he surfaces under it. Vessels up to 20 feet long are capsized 95% of the time, vessels between 20 and 60 feet long 50%, and vessels above 60 feet are capsized 20% of the time.

Seasense (Ex) This ability allows Lethargy to automatically detect any object of Medium-size or larger in the water around him. It has the same range as Lethargy's frightful presence ability (210 ft.). Opponents that Lethargy can't actually see still have total concealment against the sea dragon.

Scaly Command (Sp) This ability functions like a *mass charm monster* spell except that it only affects scaled animals (reptiles and fish). Lethargy can communicate with any charmed animal as though casting a *speak with animals* spell. This ability functions as a 1st-level spell.

MANDRACORE THE REAVER

CR 11

Male half-ogre fighter 4/mariner 7

NE Medium humanoid

Legends of the Twins (revised mariner core class, see sidebar page 239; Quick-Thinking, Street Smart feats)

Init +5; **Senses** low-light vision; Listen +0, Spot +5

Languages: Common, Kothian

AC 22, touch 15, flat-footed 18; back-to-back +1

hp 81 (11 HD)

Fort +11, **Ref** +9, **Will** +2

Spd 30 ft.

Melee +1 *cutlass* +16/+11/+6 (1d6+6/19-20)

Ranged dagger +14/+9 (1d4+3/19-20)

Base Atk +11; **Grp** +14

Atk Options Blind-Fight, Combat Reflexes, dirty strike +2d4, Power Attack

Abilities Str 16, Dex 16, Con 15, Int 12, Wis 8, Cha 14

SQ sailor lore +8, seamanship +2

Feats Agile, Blind Fight^B, Combat Reflexes, Power Attack^B, Quick Draw, Quick-Thinking^B, Street Smart, Weapon Focus (cutlass)^B, Weapon Specialist (cutlass)^B

Skills Balance +11, Bluff +9, Climb +11, Escape Artist +8, Gather Information +8, Intimidate +15, Jump +8, Knowledge (local) +2, Listen +0, Profession (sailor) +6, Spot +5, Swim +7, Tumble +7, Use Rope +7

Possessions +2 *studded leather*, mwk light wooden shield, +1 *cutlass*, daggers (2), *gloves of Dexterity* +2, *ring of protection* +1

PHAILEN, VALLENWOOD TREANT

CR 11

Male treant cleric 3 of Zivilyn /branch of Zivilyn 3

N Gargantuan plant

Bestiary of Krynn, Revised (branch of Zivilyn prestige class)

Init +4; **Senses** low-Light vision; Listen +11, Spot +11

Languages Common, Elven, Kyrie, Sylvan, Treant

AC 23, touch 6, flat-footed 23; uncanny dodge

Immune plant traits

hp 147 (13 HD); **DR** 10/slashing

Fort +18, **Ref** +4, **Will** +18

Vulnerability fire

Spd 30 ft.

Melee 2 slams +17/+12 (3d6+12)

Space 20 ft.; **Reach** 20 ft.

Base Atk +9; **Grp** +33

Atk Options double damage against objects, Improved Sunder, Power Attack, spontaneous casting (*cure* spells), spontaneous casting (spells from the insight domain)

Special Actions trample (3d6+18, Reflex DC 29 half), turn undead 6/day (+3, 2d6+6, 3rd)

Cleric Spells Prepared (CL 3rd)

2nd—*augury*^D, *cure moderate wounds*, *delay poison*, *hold person* (DC 20)

1st—*bless*, *cure light wounds*, *remove fear*, *sanctuary* (DC 19), *true strike*^D

0—*create water*, *cure minor wounds*, *guidance*, *resistance*

^D Domain spell. **Domains** Insight, Time

Branch of Zivilyn Spells Prepared (CL 3rd)

3rd—*cure moderate wounds*, *plant growth*, *quench*, *speak with plants*, *wind wall*

2nd—*barkskin*, *chill metal* (DC 20), *locate object*, *soften earth and stone*, *warp wood* (DC 20), *shape wood*

1st—*cure light wounds* (2), *detect animals or plants*, *detect magic*, *goodberry*, *pass without trace*, *speak with animals*

Spell-Like Abilities (CL 12th)

At will—*animate trees*

Abilities Str 35, Dex 10, Con 24, Int 15, Wis 27, Cha 16

SQ greenlore 1d20+18

Feats Improved Initiative^B, Improved Sunder, Iron Will, Negotiator, Power Attack, Toughness

Skills Concentration +15, Diplomacy +11, Heal +10, Hide –8* (+8 in forested areas), Knowledge (arcana) +5, Knowledge (history) +4, Knowledge (nature) +10, Knowledge (religion) +4, Listen +11, Sense Motive +17, Spellcraft +8, Spot +11, Survival +12 (+14 above ground)

Skills *Treants gain a +16 bonus to all Hide checks made in forested areas

STROAK

CR 14

Male adult blue dragon

LE Huge dragon (earth)

Init +4; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision, keen senses; Listen +25, Spot +25

Aura frightful presence (DC 23, 180 ft., 20 HD or fewer)

Languages Common, Draconic, Nerakese

AC 28, touch 8, flat-footed 28

hp 241 (21 HD); **DR** 5/magic

Immune electricity, paralysis, *sleep*

SR 19

Fort +17, **Ref** +12, **Will** +15

Spd 40 ft.; burrow 20 ft.; fly 150 ft. (poor)

Melee bite +28 (3d8+8) and 2 claws +26 (2d6+4) and 2 wings +26 (1d8+4) and tail slap +26 (2d6+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +21; **Grp** +37

Atk Options Flyby Attack, Power Attack, Snatch

Special Actions breath weapon (100 ft. line, 12d8 electricity, Reflex DC 25 for half, 1d4 rounds between uses), crush (2d6+12, DC 23 or pinned)

Sorcerer Spells Known (CL 3rd +29 melee touch, +21 ranged touch)

1st—*alarm*, *magic missile*, *protection from good*, *shocking grasp*

0—*dancing lights*, *daze*, *ghost sound* (DC 13), *light*, *resistance*

Spell-Like Abilities (CL 6th):

3/day—*create/destroy water* (DC 23), *ventriloquism* (DC 14)

Abilities Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16

SQ sound imitation

Feats Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Weapon Focus (bite), Wingover

Skills Concentration +27, Diplomacy +25, Intimidate +25, Knowledge (arcana) +25, Knowledge (religion) +25, Listen +25, Search +25, Sense Motive +25, Spot +25

WHITEMANE

CR 14

Male Thoradorian minotaur barbarian 10

Race of Ansalon (Stubborn feat, Thoradorian minotaur)

NE Large humanoid (minotaur)

Init +3; **Senses** darkvision 60 ft.; Listen +7, Spot +6

Languages Kothian; illiterate

AC 17, touch 8, flat-footed 17; uncanny dodge, improved uncanny dodge

Immune *maze*, flat-footed

hp 149 (16 HD); **DR** 2/-

Fort +13, **Ref** +7, **Will** +8

Speed 40 ft. (fast movement); base 30 ft.

Melee* +1 monstrous humanoid bane greataxe +17/+12/+7/+2 (3d6+27/x3) and gore +11 (1d8+11) or

Melee* +1 monstrous humanoid bane greataxe +19/+14/+9/+4 (3d6+30 plus 2d6/x3) against monstrous humanoids

* includes adjustments for a 7-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +28

Attack Options Cleave, gore (4d6+12 as part of charge), Power Attack, rage 3/day (9 rounds)

Abilities Str 26, Dex 8, Con 18, Int 8, Wis 8, Cha 11

SQ trap sense +3

Feats Athletic, Improved Initiative, Power Attack, Cleave, Self-Sufficient, Stubborn

Skills Climb +13, Heal +4, Hide +1, Intimidate +15, Jump +17, Knowledge (nature) +1, Listen +7, Move Silently +1, Search +6, Spot +6, Survival +6, Swim +14

Possessions +2 leather armor, +1 monstrous humanoid bane greataxe

Rage (Ex) Once Whitemane enters into a rage his statistics change as follows:

hp 181

AC 15, touch 6, flat-footed 17

Fort +15 **Will** +10

Grp +30

Melee* +1 monstrous humanoid bane greataxe +19/+14/+9/+4 (3d6+30/x3) and gore +13 (1d8+12) or

Melee* +1 monstrous humanoid bane greataxe +21/+16/+11/+6 (3d6+32 plus 2d6/x3) against monstrous humanoids

* Includes adjustments for a 7-point Power Attack

Abilities Str 30, Con 22

Skills Climb +15, Jump +19, Swim +16

ZAWHALIA

CR 11

Female sahaugin druid 7/sea wolf of Zeboim 2

NE Medium monstrous humanoid

Holy Order of Stars (Sea Wolf of Zeboim prestige class), *War of the Lance* (chitinskin, elemental blade)

Init +3; **Senses**: blindsense 30 ft. when underwater; Listen +6 (+10 underwater), Spot +6 (+10 underwater)

Languages: Common, Elven, Sahaugin; telepathy with sharks

AC* 28, touch 14, flat-footed 25

* includes *chitinskin*

hp 95 (11 HD); Diehard; **DR** 3/—

Resist electricity 5, +4 against spell-like effects from fey

Fort +12, **Ref** +8, **Will** +12

Vulnerability light blindness

Spd 30 ft.; swim 30 ft.; woodland stride, trackless step

Melee 2 talons +12 (1d4+3) and bite +10 (1d4+1)

Melee mwk trident +13/+8 (1d8+3)

Ranged mwk heavy crossbow +13 (1d10/19-20)

Base Atk +9; **Grp** +12

Atk Options blood frenzy 1/day, rage 1/day (6 rounds), rake (1d4+3), spontaneous casting (*summon nature's ally* spells)

Special Actions wild shape 3/day (7 hours)

Druid Spells Prepared (CL 8th; +12 melee touch, +12 ranged touch)

4th—*cure serious wounds*, *dispel magic*, *rusting grasp* (DC 18), *sleet storm* ^D (DC 18)

3rd—*call lightning* ^D (DC 17), *chitinskin**, *contagion* (DC 17), *elemental blade* (DC 17), *greater magic fang*

2nd—*chill metal* (DC 16), *gust of wind* ^D, *hold animal* (DC 16), *resist energy* (electricity), *resist energy* (fire)

1st—*cure light wounds* (2), *detect animal or plant*, *entangle* (DC 15), *entropic shield* ^D, *magic fang*

0—*detect poison*, *guidance*, *know direction*, *mending*, *resistance*, *virtue*

^D Domain spell. **Domain** Storm

* Already cast

Abilities Str 16, Dex 16, Con 15, Int 12, Wis 19, Cha 8

SQ animal companion, nature sense, water dependent, wild empathy +8 (+4 with magical beasts), Zeboim's blessing (aspect of the dragon turtle)

Feats Diehard, Endurance, Great Fortitude, Multiattack ^B, Natural Spell

Skills Balance +7, Concentration +8, Handle Animal* +3 (+7 with sharks), Hide* +8, Intimidate +3, Knowledge (nature) +4, Knowledge (religion) +5, Listen* +10, Profession (hunter)* +9, Ride +8, Spellcraft +3, Spot* +10, Survival* +8, Swim* +7

Possessions +1 leather armor, +1 light wooden shield, ring of protection +1, mwk trident, mwk heavy crossbow

Blood Frenzy (Ex) Once the sahuagin enters into a rage its statistics change as follows 1/day. The sahuagin cannot end his frenzy voluntarily and lasts until one of them is dead.

hp 106

AC 26, touch 12, flat-footed 23

Grp +14

Melee 2 talons +14 (1d4+5) and bite +12 (1d4+2)

Melee mwk trident +16/+11 (1d8+5)

Abilities Str 20, Con 19

Skills Swim* +9

Skills A sahuagin has a +4 bonus to Hide, Listen and Spot checks while underwater. Sahuagin have a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, providing it swims in a straight line. Sahuagin have a +4 racial bonus to Profession (hunter) and Survival checks within 50 miles of its home. Sahuagin have a +4 racial bonus to Handle Animal checks when working with sharks.

ZEBULAH

CR 16

Male civilized human wizard 12/Wizard of High Sorcery 4

N Medium humanoid

Init +6; **Senses** Listen +8, Spot +8

Languages Aquan, Common, Dargonesti, Elven, Solamnic

AC 25, touch 16, flat-footed 23

hp 42 (16 HD)

SR 15

Fort +9, **Ref** +11, **Will** +21

Spd 30 ft.

Melee +2 dagger +10/+5 (1d4+2/19-20) or

Ranged +2 dagger +12/+7 (1d4+2/19-20)

Base Atk +8; **Grp** +8

Combat Gear *potion of invisibility* (2), *potion of blur*, *potion of haste*

Wizard Spells Prepared (CL 16th, +8 melee touch, +10 ranged touch)

8th—*polar ray*, *summon monster VIII*

7th—*greater scrying* (DC 24), *simulacrum*, *summon monster VII*

6th—*greater dispel magic*, *mislead*, *summon monster VI*, *true seeing*

5th—*break enchantment*, *dream*, *major creation*, *prying eyes*, *teleport*

4th—*dimension door*, *illusory wall* (DC 20), *locate creature*, *rainbow pattern* (DC 20), *scrying* (DC 21)

3rd—*dispel magic* (2), *nondetection*, *invisibility sphere*, *magic circle against evil*

2nd—*blur*, *detect thoughts* (DC 19), *invisibility*, *locate object*, *mirror image*

1st—*alarm*, *identify*, *magic missile* (2), *protection from evil*

0—*detect magic*, *detect poison*, *message*, *read magic*

Abilities Str 10, Dex 14, Con 10, Int 22, Wis 16, Cha 10

SQ arcane research +2, moon magic, order secret (Magic of Mystery)

Feats Brew Potion^B, Combat Casting, Craft Rod, Craft Wondrous Item^B, Forge Ring, Improved Initiative, Iron Will, Scribe Scroll^B, Spell Focus (conjuration), Spell Focus (divination)^B

Skills Decipher Script +18, Concentration +12, Craft

(alchemy) +16, Craft (jewelry) +11, Knowledge (arcana)

+12, Knowledge (architecture) +16, Knowledge (history)

+16, Knowledge (local) +22, Knowledge (religion) +16,

Knowledge (nature) +16, Listen +13, Search +12, Spellcraft

+18, Spot +13

Possessions combat gear plus +2 dagger, *amulet of natural*

armor +4, *ring of protection* +4, *robes of High Sorcery*, *rod of absorption*

Minions, Monsters, and Minor Characters

ADVANCED DIRE LIONS

CR 6

N Large animal

Init +2; **Senses**: Low-Light Vision, Scent; Listen +7, Spot +7

AC 15, touch 11, flat-footed 13

hp 100 (12 HD)

Fort +12, **Ref** +10, **Will** +9

Spd 40 ft.

Melee 2 claws +16 (1d6+7) and bite +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +20

Atk Options improved grab, pounce

Special Actions rake 1d6+3**Abilities** Str 25, Dex 15, Con 18, Int 2, Wis 12, Cha 10**Feats** Alertness, Endurance, Run, Stealthy, Weapon Focus (claw)**Skills** Hide +10*, Listen +7, Move Silently +7, Spot +7, Survival +4**Skills** *In areas of tall grass or heavy undergrowth, the dire lion gains a +4 bonus to Hide checks**ADVANCED DIRE SHARK****CR 14****Male advanced dire shark**

N Gargantuan animal

Init +6; **Senses** keen scent; Listen +12, Spot +11**AC** 19, touch 10, flat-footed 17**hp** 340 (34 HD)**Fort** +14, **Ref** +15, **Will** +12**Spd** swim 60 ft.**Melee** bite +31 (4d8+15)**Space** 20 ft.; **Reach** 15 ft.**Base Atk** +25; **Grp** +47**Atk Options** improved grab**Special Actions** swallow whole**Abilities** Str 31, Dex 15, Con 22, Int 1, Wis 12, Cha 10**SQ** keen scent**Feats** Improved Initiative, Improved Natural Attack (bite),

Lightning Reflexes, Toughness, Weapon Focus (bite)

Skills Listen +12, Spot +11, Swim +18**ADVANCED IRON COBRA****CR 6**

N Small construct

Fiend Folio (iron cobra)**Init** +5; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1**AC** 18, touch 16, flat-footed 14**hp** 98 (18 HD); **DR** 5/adamantine**Immune** construct traits**SR** 14**Fort** +6, **Ref** +11, **Will** +7**Speed** 30 ft.**Melee** Bite +16 (1d6+3 plus poison)**Base Atk** +12; **Grp** +11**Abilities** Str 16, Dex 21, Con —, Int —, Wis 13, Cha 1**Skills** Hide +15, Move Silently +15**Poison (Ex)** Fort DC 12, 1d4 Str/1d4 Str**ADVANCED KNIGHT HAUNTS OF DIVINE HAMMER****CR 11****Knight haunt of the Divine Hammer 2**

LN Medium undead

Legends of the Twins (Knight of the Divine Hammer prestige class), *Bestiary of Krynn, Revised* (knight haunt)**Aura** horrific appearance (Fort DC 22, 1d4 Str)**Init** +2; **Senses** darkvision 60 ft.; Listen +7, Spot +7**Languages** Common, Istarian**AC** 28, touch 16, flat-footed 26**hp** 117 (18 HD); **DR** 5/adamantine**Immune** undead traits**Resist** +2 turn resistance, Honor-Bound; **SR** 22**Fort** +8, **Ref** +7, **Will** +15**Spd** 20 ft., fly 20 ft. (perfect) in +1 *full plate*; base 30 ft., fly 20 ft.**Melee** +1 *longsword* +16/+11 (1d8+5/19-20)**Base Atk** +10; **Grp** +14**Atk Options** Cleave, Mounted Combat, Power Attack, smite infidel (spellcaster) 1/day (+4 to hit, +2 damage), take him down**Spell-Like Abilities** (CL 16th):At will—*detect chaos, detect evil, detect magic***Abilities** Str 19, Dex 14, Con —, Int 6, Wis 21, Cha 18**SQ** favor +1, law of Istar, rejuvenation**Feats** Alertness, Cleave, Honor-Bound, Mounted Combat,

Negotiator, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +11, Handle Animal +6, Knowledge (history)

+2, Knowledge (religion) +2, Listen +7, Ride +6, Sense

Motive +11, Spot +7

Possessions +1 *full plate*, +1 *heavy steel shield*, +1 *longsword***Law of Istar (Ex)** A knight of the Divine Hammer gains a +2

circumstance bonus to Diplomacy and Gather Information

checks when acting on official Istarian business.

Take Him Down (Ex) A knight of the Divine Hammer can deal nonlethal damage instead of normal damage with no penalty to his attack roll.**ADVANCED SEA CATS****CR 8**

N Huge magical beast

Init +0; **Senses** darkvision 60 ft, low-light vision, scent; Listen +9, Spot +9**AC** 22, touch 9, flat-footed 21**hp** 189 (18 HD)**Fort** +18, **Ref** +11, **Will** +9**Speed** 10 ft.; swim 40 ft.**Melee** 2 claws +24/+19 (1d6+8) and bite +19 (1d8+4)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +18; **Grp** +34**Attack Options** rend (2d6+8)**Abilities** Str 27, Dex 10, Con 21, Int 2, Wis 13, Cha 10**SQ** hold breath**Feats** Alertness, Endurance, Great Fortitude, Improved Natural Armor, Iron Will, Power Attack, Toughness**Skills** Hide –7, Listen +9, Spot +9, Swim +17***Skills** Sea cats gain +8 to Swim check made to perform special actions or avoid hazards. They can take ‘10’ on Swim checks, even if threatened or distracted. They can use the run action while swimming, providing it is in a straight line.**AGHAR-AT-ARMS****CR 6****Male gully dwarf mariner 6***Legends of the Twins* (revised mariner core class, see sidebar page 239), *Races of Ansalon* (Gassy, The Bigger They Are feats)

N Small humanoid (dwarf)

Init +2; **Senses** Listen –1, Spot +2**Languages** Common, Gully Talk**AC** 13, touch 13, flat-footed 11; back-to-back +1, Dodge, Mobility**hp** 45 (6 HD)**Resist** +2 against poison and disease, –4 against fear**Fort** +8, **Ref** +7, **Will** +3**Weakness** –4 to resist Intimidation**Spd** 20 ft.**Melee** cutlass +7/+2 (1d4/19-20)**Base Atk** +6; **Grp** +2**Atk Options** dirty strike +2d4, The Bigger They Are**Special Actions** gassy 3/day (Fort DC 13 or sickened for 3 rounds)**Abilities** Str 11, Dex 14, Con 17, Int 6, Wis 8, Cha 8**SQ** sailor lore +4, seamanship +2**Feats** Dodge^B, Gassy, Mobility^B, The Bigger They Are, Skill Focus (survival)

Skills Balance +4, Climb +8, Diplomacy -1 (+3 to persuade not to harm), Escape Artist +11, Hide +6, Jump +6, Listen -1, Profession (sailor) +1, Spot +2, Survival +5, Tumble +5

Possessions cutlass

Gassy (Ex) 3/day, 10-ft radius spread, Fort DC 13 or sickened for 1 round.

The Bigger They Are (Ex) Aghar-at-arms gain a +1 bonus to all attacks for each size category difference between them and opponent.

AUTOMATIC CONVEYOR

CR 12

Huge Stationary contraption

Races of Ansalon (gnomish contraptions)

Total Complexity 75

Complexity DC 17

Build Cost 7 tool points/day

hp 80 (16 HD)

AC 12

Speed 0 ft (although passengers move at 30 ft or more)

Attack charge (4d6) or spears (1d8); see text

Space 15 ft; **Reach** 15 ft

Skills Sense Motive +14

Function Speed, Hold Person, Slow, Charge, Spears

Quirks Leaky, Faulty Transmission, Sweet Spot

Charge (Ex) Once the alarm has sounded, creatures on the stairs are sped up and rammed into a slide-out wall at the top of the stairs. This acts like a charge, dealing 4d6 points of damage and forcing the character to make a Fort save DC 15 or become stunned for 1 round.

Hold Person (Ex) Once the alarms have sounded, the stairs produce a highly sticky substance that acts like glue to all creatures standing on the stairs. Creatures on the stairs can make a Fort save DC 15 to wrench their feet off the stairs to keep moving. This reduces all movement speeds for creatures by half (this is in addition to the slowing effect, see below).

Slow (Ex) The stairs are designed only to travel upwards. Characters attempting to move down the stairs find that they are effectively slowed, and can only move a maximum of half their normal speed.

Speed (Ex) The stair allows any creature moving at speed to remain moving at the same speed as they ascend. The speed is set to the highest speed of all the creatures moving on it to a minimum of 30 ft.

Spears (Ex) Once the alarm has sounded, a range of spears pops up at the base of the stairs to impale any creature attempting to come down it. The spears deal 1d8 points of damage and are set out one every 2 ft across the bottom of the stairs.

Leaky (Ex) The stairs continually leaky some foul smelling liquid when moving. [Mishap] The columns produce a spurt of acid dealing 2d4 points of damage in a 6 ft radius.

Faulty (Ex) Transmission (x2) Each time a character attempts to use the stairs, there is a 40% chance the stairs fail to work. [Mishap] The stairs break down until repaired, and take twice as long to repair than normal.

Noisy (Ex) The stairs are noisy when active. [Mishap] On a mishap, the stairs emit a loud piercing sound, dealing 2d4 points of sonic damage to a 30 ft radius.

BLACK MANTA RAY

CR 10

Blackskate rogue 6

NE Large undead (aquatic)

Stormwrack (blackskite)

Init +3; **Senses** darkvision 60 ft, scent; Listen +14, Spot +14

Languages Aquan, Common

AC 18, touch 12, flat-footed 15; uncanny dodge

hp 42 (10 HD); **DR** 5/slashing

Immune undead traits

Fort +3, **Ref** +9, **Will** +7; evasion

Spd swim 40 ft.

Melee stinger +11 (1d6+2 plus poison) and bite +5 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +15

Atk Options blood rage 1/day (6 rounds), sneak attack +3d6

Abilities Str 20, Dex 17, Con —, Int 12, Wis 12, Cha 17

SQ blood tracker, trap sense +2, trapfinding

Feats Ability Focus (poison), Skill Focus (hide), Stealthy, Weapon Focus (stinger)

Skills Escape Artist +12, Hide* +17 (+21 on seafloor), Listen +14, Move Silently +16, Search +14, Spot +14, Survival +8, Swim +12

Blood Rage (Ex) A blackskate that begins its turn within 30 ft of a living, wounded creature can enter a blood rage that changes its statistics as follows.

AC 20, touch 14, flat-footed 15

Melee stinger +13 (1d6+4 plus poison) and bite +7 (1d8+7)

Blood Tracker (Ex) A blackskate is capable of tracking anyone whose blood it has tasted (that is, anyone whose blood has been shed near it in the water). It can follow any such trail infallibly, as long as its quarry remains in the same body of water as the blackskate. It succeeds automatically, unless the quarry uses some magical means of concealing its path. In such an instance, the blackskate can make a Survival check (DC 10 + caster level of spell or effect) in order to continue tracking its prey.

Poison (Ex) Injury, Fortitude DC 17, 1d6 Con/1d6 Con

Skills *When it is lying still along the seafloor, a blackskate gains a +4 racial bonus on Hide checks. A blackskate has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

BLOODRAGER RAMFISH

CR 9

Male bloodrager ramfish

NE Large magical beast (aquatic)

Bestiary of Krynyn Revised (bloodrager template), *Stormwrack* (ramfish, Powerful Charge feat)

Init +5; **Senses** darkvision (60 ft.), low-light vision; Listen +6, Spot +6

AC 23, touch 10, flat-footed 22

hp 98 (10 HD); **DR** 5/magic

Immune disease, poison

Fort +13, **Ref** +8, **Will** +4

Spd swim 50 ft.

Melee gore +16 (2d8+7 plus blood-fury) and bite +11 (2d6+4 plus blood-fury)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +21

Atk Options rage (when injured; 10 rounds)

Abilities Str 25, Dex 13, Con 22, Int 2, Wis 12, Cha 5

Feats Improved Bull Rush^B, Improved Initiative, Improved Natural Attack (gore), Powerful Charge, Toughness

Skills Listen +6, Spot +6, Swim +18

Powerful Charge When the ramfish charges, it deals an additional 2d6 points of damage.

Blood-Fury (Su) The ramfish's natural attacks can confer a supernatural disease known as the blood-fury. Against any living creature that is not an animal, magical beast, or vermin

and that can be affected by disease: Fortitude save DC 21; incubation period 1d3 days; damage 1d3 Con/1d3 Wis. Animals, magical beasts, and vermin will, if they fail their initial Fortitude save, acquire the blood-fury disease, gaining the bloodrager template within 1d3 days.

Rage (Ex) When injured, the ramfish's stats change as follows:

AC 21, touch 8, flat-footed 20

hp 108

Fort +14 Will +5

Melee gore +17 (2d8+8 plus blood-fury) and bite +12 (2d6+5 plus blood-fury)

Abilities Str 27 Con 24

BLOOD SEA CHIMERA

CR 14

Advanced chimera

CE Huge magical beast (aquatic, water)

Init +2; Senses darkvision, low-light vision, scent, seasense;

Listen +12, Spot +12

Language Draconic

AC 22, touch 10, flat-footed 20

hp 312 (25 HD)

Fort +21, Ref +16, Will +12

Spd 30 ft.; fly 50 ft. (average); swim 30 ft.; Hover, Wingover

Melee bite +32 (3d6+9) and bite +32 (2d6+9) and gore +32 (2d6+9) and 2 claws +30 (1d8+4)

Space 15 ft.; Reach 10 ft.

Base Atk +25; Grp +42

Atk Options breath weapon (20 ft. cone of super-heated steam, 3d8 fire damage, Reflex DC 29 for half, useable once every 1d4 rounds), Flyby Attack, Flyby Breath, Power Attack, Snatch

Abilities Str 29, Dex 14, Con 25, Int 4, Wis 15, Cha 8

SQ water breathing

Feats Alertness, Flyby Attack, Flyby Breath, Hover, Iron Will, Multiattack, Power Attack, Snatch, Wingover

Skills Hide* -2, Listen +12, Spot +12, Swim* +19

Skills: * Blood Sea chimeras gain a +4 racial bonus on Hide checks in water. Blood Sea chimeras have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The chimera can always choose to take 10 on a Swim check, even if distracted or endangered. The Blood Sea chimera may use the run action while swimming, provided it swims in a straight line.

BLOODHAWK PIRATE

CR 5

Male nomadic human mariner 5

CE Medium humanoid

Legends of the Twins (revised mariner core class, see sidebar page 239; cutlass)

Init +4; Senses Listen +6, Spot +6

Languages Common, Saifumi

AC 13, touch 10, flat-footed 13; back-to-back +1, Dodge

hp 30 (5 HD)

Fort +4, Ref +1, Will +1

Spd 30 ft.

Melee cutlass +6 (1d6/19-20)

Base Atk +5; Grp +5

Atk Options dirty strike +1d4

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 11, Cha 10

SQ sailor lore +6, seamanship

Feats Acrobatic, Athletic^B, Dodge, Improved Initiative^B, Weapon Focus (cutlass)^B

Skills Balance +8, Climb +10, Jump +9, Listen +6, Profession (sailor) +7, Spot +6, Swim +10, Tumble +5, Use Rope +3

Possessions leather armor, cutlass

DEATH STATUE

CR 12

LE Medium construct

Init +7; Senses darkvision 60 ft., low-light vision; Listen +14, Spot +14

Languages Common, Istaran

AC 24, touch 14, flat-footed 20

hp 108 (16 HD); DR 10/cold iron

Immune construct traits

SR 22

Fort +12, Ref +18, Will +18

Weakness soul gem

Spd 30 ft.

Melee* +2 unholy heavy mace +15/+10/+5 (1d8+10)

*includes adjustments for 4-point Power Attack

Base Atk +12; Grp +16

Atk Options divine disruption

Abilities Str 19, Dex 19, Con —, Int 10, Wis 18, Cha 16

SQ aura of evil, one thought

Feats Improved Critical (heavy mace) Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (heavy mace)

Skills Concentration +10, Intimidate +10, Listen +14, Spot +14

Possessions +2 unholy heavy mace

Divine Disruption (Su) Although divine disruption is an innate ability of the death statues, it only manifests when a death statue scores a hit against divine spellcasters with their maces. Whenever a death statue scores a hit against a divine spellcaster, the victim must make a Fortitude save (DC 21). Success means that the divine spellcaster is immune from divine disruption from that particular death statue for the remainder of the encounter. Failure means that the divine spellcaster loses 1d3 of its most powerful spells, as determined by spell level. For example, an 8th-level cleric loses 1d3 4th-level spells. If a spellcaster has fewer spells left of his highest spell level than indicated by the dice, choose the remaining spells from the next highest spell level.

One Thought (Su) The twelve death statues share a mystical link which enables them to communicate telepathically with each other. Furthermore, this link allows makes each statue extremely sensitive to the physical condition of its peers. As long as a death statue is within 20 feet of another death statue, it cannot be flanked.

Soul Gem Within the chest of a death statue is embedded a white diamond. The diamond blends in with the unholy stone that makes up the death statue's body and it is difficult to spot. Anyone within 10 feet of a death statue may make a Spot check (DC 20) to spot the diamond. This white diamond is the unholy source of the death statue's animation and destroying the diamond will destroy the death statue as well. Destroying the diamond is no easy task, however. Two spells have the potential to destroy a diamond—*dispel evil* and *holy smite*. A failed saving throw against either of these two spells on the part of the death statue destroys the diamond and causes the statue to collapse. Furthermore, a Sunder action may be taken against the diamond (AC 16, hardness 20, hp 15). If the diamond receives 15 or more points of damage by way of the Sunder action, the diamond is destroyed.

DRAGONARMY MARINE

CR 6

Male civilized human mariner 6

CE Medium humanoid

Legends of the Twins (revised mariner core class, see sidebar page 239; cutlass)

Init +6; **Senses** Listen +8, Spot +8

Languages Common, Saifumi

AC 15, touch 12, flat-footed 13; back-to-back +1, Dodge

hp 36 (6 HD)

Fort +6, **Ref** +9, **Will** +4

Spd 30 ft.

Melee cutlass +10/+5 (1d6+3/19-20)

Base Atk +6; **Grp** +9

Atk Options dirty strike +2d4

Abilities Str 16, Dex 15, Con 12, Int 10, Wis 15, Cha 10

SQ sailor lore +6, seamanship +2

Feats Alertness, Acrobatic, Athletic^B, Dodge, Improved

Initiative^B, Lightning Reflexes, Weapon Focus (cutlass)^B

Skills Balance +11, Climb +12, Jump +2, Listen +8, Profession

(sailor) +9, Spot +8, Swim +11, Tumble +13, Use Rope +9

Possessions cutlass, studded leather

ELVEN HUECUVA

CR 7

Male and female huecuva Dargonesti elf cleric 5 of Chemosh

CE Medium Undead (aquatic, augmented elf)

Fiend Folio (huecuva template)

Init +3; **Senses** elvensight (darkvision 30 ft, low-light vision), seasense; Listen +2, Spot +2

Languages Aquan, Dargonesti

AC 21, touch 12, flat-footed 19; Dodge

hp 32 (5 HD); **DR** 15/silver

Immune undead traits

Resist, turn resistance (treat as 7 HD)

Fort +4, **Ref** +4, **Will** +6 (+8 against enchantment)

Vulnerability surface sensitivity

Spd 20 ft., swim 20 ft. (chainmail); base 30 ft., swim 30 ft

Melee light mace +4 (1d6+1)

Melee slam +4 (1d6+1 plus huecuva blight)

Base Atk +3; **Grp** +4

Atk Options spontaneous casting (*inflict* spells)

Special Actions death touch 1/day (7d6), rebuke undead 4/day (+3, 2d6+3, 3rd)

Cleric Spells Prepared (CL 5th, CL 6th w/evil spells; +4 melee touch; +6 ranged touch)

3rd—*contagion* (DC 15), *magic circle against good*^{D E}

2nd—*align weapon*^E, *darkness*, *desecrate*^{D E}, *hold person* (DC 14)

1st—*cause fear*^D (DC 13), *doom* (DC 13), *inflict light wounds* (DC 14), *shield of faith*, *summon monster I*

0—*detect magic*, *inflict minor wounds* (DC 12), *light*, *mending*, *resistance*

^D Domain spell. ^E Evil spell. **Domains** Death, Evil.

Abilities Str 12, Dex 16, Con —, Int 4, Wis 14, Cha 12

SQ alternate form (porpoise), breath water

Feats Dodge, Spell Focus (necromancy), Toughness^B

Skills Concentration +8, Knowledge (religion) +1, Listen +2, Spellcraft +1, Spot +2

Possessions light mace, chainmail

Huecuva Blight (Su) Opponents struck by the cleric's slam attack are exposed to *huecuva blight*: Fort DC 14, incubation 1 day, 1d2 Str and Con, make save each day or 1d2 Str and Con until opponent receives *remove disease* spell.

EXPRESS LEVEL TRANSPORT

CR 11

Large vehicular contraption

Races of Ansalon (gnomish contraptions)

Total Complexity 64

Complexity DC 16

Build Cost 6 tool points/day

hp 80 (16 HD)

AC 11

Speed 0 ft (flings creatures 40 feet)

Attack +2 melee (4d10/18-20 x3); see text

Skills Jump +13

Function Po-Go Lift, Po-Go Attacks

Quirks Clunky, Vibrates

Po-go Lift (Ex) The express level transport can carry one Medium-sized creature, 2 Small-sized creatures and numerable Tiny-sized or smaller creatures.

Po-Go Attacks (Ex) Once the express level transport has reached the desired floor it leaps back down the shaft to where it began. If the alarm has been sounded, the pole leaps up and down and makes leaping attacks on all within the shaft area.

Clunky (Ex) The express level transport is larger than it needs to be. [Mishap] The express level transport moves as if *slowed*, moving at half speed, -2 AC and -2 attack rolls.

Vibrates (Ex) The express level transport pole vibrates violently when active, disrupting all Concentration checks while on it. [Mishap] The vibrations increase, causing 1d4 points of non-lethal damage to all those using the express level transport pole until they have come off of it or it is switched off.

FIENDISH OCHRE JELLY

CR 6

Fiendish ochre jelly

NE Large ooze

Init -5; **Senses** blindsight (60 ft.), darkvision 60 ft.; Listen -5, Spot -5

AC 4, touch 4, flat-footed 4

hp 69 (6 HD); **DR** 5/magic

Immune ooze traits

Resist cold 5, fire 5; **SR** 11

Fort +8, **Ref** -3, **Will** -3

Spd 10 ft.; climb 10 ft.

Melee slam +5 (2d4+2 plus 1d4 acid)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +10

Atk Options constrict (2d4+3 plus 1d4 acid), improved grab, smite good (1/day, +6 damage)

Abilities Str 15, Dex 1, Con 22, Int 3, Wis 1, Cha 1

SQ split

Skills Climb +10

FIENDISH SEA HAG PRIESTESS

CR 13

Female fiendish sea hag cleric 7 of Zeboim

CE Medium monstrous humanoid (aquatic)

Init +5; **Senses** Darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Giant

AC 14, touch 11, flat-footed 13

hp 61 (10 HD); **DR** 5/magic

Resist cold 10, fire 10; **SR** 15

Fort +7, **Ref** +2, **Will** +12

Spd 30 ft.

Melee 2 claws +12 (1d4+4)

Base Atk +8; **Grp** +12

Atk Options smite good (1/day, +10 damage)

Special Actions evil eye (30 ft. DC 13, dazed), horrific appearance (DC 13, 2d6 Strength), rebuke undead (5/day, +2, 2d6+9)

Cleric Spells Prepared (CL 7th, CL 8th w/chaos or evil spells, +12 melee touch, +9 ranged touch)
4th—*inflict critical wounds* (DC 16), *unholy blight* (DC 17)^D
3rd—*deeper darkness*, *dispel magic*, *magic circle against good*^D
2nd—*aid*, *bear's endurance*, *bull's strength*, *desecrate*^D, *inflict moderate wounds* (DC 14)
1st—*bane* (DC 13), *divine favor*, *doom* (DC 13), *inflict light wounds* (DC 13), *protection from good*^D, *protection from law*
0—*detect magic* (2), *detect poison*, *inflict minor wounds* (DC 12) (2), *read magic*

^D: Domain spell. Domain: Chaos, Evil

Abilities Str 19, Dex 12, Con 12, Int 10, Wis 15, Cha 14

SQ amphibious

Feats Alertness, Improved Initiative, Iron Will, Toughness

Skills Concentration +8, Hide +4, Knowledge (religion) +3, Listen +7, Spellcraft +7, Spot +7, Swim +12

GIANT SEA SLUG

CR 6

N Huge vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +0

AC 17, touch 10, flat-footed 15

hp 90 (7 HD); **DR** 5/slashing

Immune acid, vermin traits

Fort +15, **Ref** +4, **Will** +2

Spd 30 ft.; swim 30 ft.

Melee bite +14 (2d6+11 plus paralysis)

Space 15 ft.; **Reach** 15 ft.

Base Atk +5; **Grp** +24

Special Actions paralysis

Abilities Str 33, Dex 15, Con 27, Int -, Wis 10, Cha 10

Feats Great Fortitude, Improved Natural Armor, Toughness

Skills Climb +12, Escape Artist +11, Listen +4, Move Silently +7, Survival +10, Swim +11

Paralysis (Ex) A giant sea slug's body secretes an anaesthetizing slime. A target hit by a giant sea slug's bite or grapple must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds.

GNOME AUTOMATONS

CR 6

N Small Construct

Init +1; **Senses**: darkvision 60 ft., low-light vision; Listen +12, Spot +12

Languages: Common (understands only)

AC 18, touch 12, flat-footed 17

hp 67 (8 HD); **DR** 5/adamantine

Immune construct traits

Resist sonic 15

Fort +2, **Ref** +3, **Will** +3

Spd 30 ft.

Melee slam +9/+4 (1d6+4)

Base Atk +6; **Grp** +4

Abilities Str 18, Dex 12, Con —, Int 14, Wis 12, Cha 2

Feats Skill Focus (Craft [blacksmithing]), Skill Focus (Knowledge [engineering]), Toughness

Skills Craft (blacksmithing) +16, Knowledge (engineering) +16, Listen +12, Spot +12

GRAVETOUCHED YRASDA WARRIOR

CR 6

Male gravetouched lacedon yrasda fighter 2

CE Large undead (augmented giant)

Libris Mortis (gravetouched ghoulish template), *Races of Ansalon* (sharkskin hide)

Init +1; **Senses** Darkvision (60 ft.), low-light vision; Listen +4, Spot +4

Languages Common, Ogre

AC 20, touch 10, flat-footed 18

hp 48 (6 HD)

Immune undead traits

Resist turn resistance +2

Fort +7, **Ref** +2, **Will** +3

Spd 30 ft. (hide armor); base 40 ft.; swim 40 ft.

Melee bite +12 (1d8+7 plus ghoulish fever plus paralysis) and 2 claws +9 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +16

Atk Options ghoulish fever (Fort save DC 12; Disease, 1 day, 1d3 Con/1d3 Dex), paralysis (DC 12, 1d4+1 rounds)

Abilities Str 24, Dex 12, Con —, Int 8, Wis 14, Cha 9

SQ alternate form 3/day

Feats Multiattack, Toughness, Weapon Focus (bite)

Skills Climb +8, Listen +4, Spot +4

Possessions sharkskin hide armor

Alternate Form (Su) An yrasda can assume the form and physical qualities of a manta ray and remain in this form indefinitely. It does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the yrasda's character level. The yrasda may only use this ability while in an environment suitable for manta rays (such as the sea).

HUMANOID FLYING APPARATUS IV (HFA IV)

Large Vehicular contraption

Races of Ansalon (gnomish contraptions)

Total Complexity 66

Complexity DC 16

Build Cost 6 tool points/day

hp 20 (4 HD)

AC 11

Speed fly 40 ft. (clumsy)

Attack some

Space 10 ft.; **Reach** 0 ft.

Skills Balance +20

Function Fly

Quirks Ugly

Ugly (Ex) The humanoid flying apparatus looks like it should stay very much on the ground, let alone take off into the sky. [Mishap] The HFA IV is so ugly that it is distracting. All creatures within 30 ft of it suffer –3 morale penalties to their AC, saves, attack rolls and damage rolls for 3d4+6 rounds.

KELP ANGLER

CR 9

N Large plant (aquatic)

Fiend Folio (kelp angler)

Init +6; **Senses** blindsight 100 ft., low-light vision; Listen +0, Spot +0

AC 21, touch 11, flat-footed 19

hp 82 (11 HD); regeneration 4 (acid normal)

Immune cold, bludgeoning, plant traits

Resist fire 20

Fort +10, **Ref** +5, **Will** +3

Spd 20 ft. swim 60 ft.

Melee* 4 tendrils +9 (1d8+9/19-20)

* includes adjustments for a 4-point Power Attack

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +17

Atk Options Power Attack

Special Actions improved grab

Spell-Like Abilities (CL 11th):

3/day—*dispel magic*, *entangle* (DC 12)

1/day—*confusion* (DC 15), *displacement*

Abilities Str 20, Dex 15, Con 17, Int 6, Wis 11, Cha 12

SQ camouflage

Feats Improved Critical (tendrils), Improved Initiative, Power Attack, Weapon Focus (tendrils)

Skills Climb +9, Hide +12, Move Silently +10, Swim +16

KYRIE HUNTER

CR 7

Male kyrie fighter 5

NG Medium monstrous humanoid

Bestiary of Krynn, Revised (kyrie)

Init +9; **Senses** darkvision 60 ft.; Listen +3, Spot +2

Languages Auran, Kothian

AC 19, touch 15, flat-footed 14

hp 40 (9 HD)

Fort +8, **Ref** +10, **Will** +7

Speed 20 ft.; fly 50 ft. (good)

Melee 2 claws +14 (1d6+1) or

Melee mwk handaxe +15/+10 (1d6+1/x3)

Ranged mwk handaxe +15 (1d6+1/x3)

Base Atk +9; **Grp** +10

Attack Options Flyby Attack

Mystic Spells Known (CL 3rd; +14 melee touch; +14 ranged touch)

1st—(5/day) *cause fear* (DC 13), *cure light wounds* (2), *endure elements*^D

0—(6/day) *detect poison*, *guidance*, *purify food & drink*, *resistance*

^D Domain spell; **Domain** Sun.

Combat Gear *potions of cure light wounds* (4)

Abilities Str 12, Dex 21, Con 12, Int 10, Wis 15, Cha 8

Feats Flyby Attack, Great Fortitude, Improved Initiative^B, Weapon Finesse^B, Weapon Focus (handaxe)^B

Skills Handle Animal +2, Intimidate +4, Jump +6, Knowledge (nature) +5, Listen +3, Survival +7 (+9 in above ground environments)

Possessions *bracers of armor* +2, mwk handaxe

MECHANICAL AUTOMATED CLOTHES

SCRUBBER

CR 12

Gargantuan Stationary contraption

Races of Ansalon (gnomish contraptions)

Total Complexity 102

Complexity DC 20

Build Cost 10 tool points/day

hp 80 (16 HD)

AC 12

Speed 0 ft.

Attack +8 (8d6)

Space 20 ft.; **Reach** 20 ft.

Skills Profession (launderer) +15

Function Scrubbing Paddles, Manipulator Arms, Resist Acid 10, Soap Box

Quirks Leaky, Noisy, Stinks, Ugly

Scrubbing Paddles (Ex) These large paddles normally whack linen and clothes to clean them. Any heroes within the clothes scrubber are attacked by the paddles, suffering the damage on a successful strike.

Manipulator Arms (Ex) The clothes scrubber has two long manipulator arms that can grab things from 20 ft away. This arm can be used as a bludgeoning attack, dealing 1d6 points of damage.

Resist Acid (Ex) The resilient nature of the scrubber's casing has been treated with chemicals to prevent rust and corrosion, giving it resist acid 10.

Soap Box (Ex) The special soap used by the scrubber. Once the alarm is sounded, the scrubber fills its water with the powder and agitates it, producing massive amounts of foam and bubbles. The bubbles fill a 20 ft radius area within 1 round.

Leaky (Ex) The scrubber continually leaky some foul smelling liquid when moving. [Mishap] The scrubber produces a spurt of acid dealing 2d4 points of damage in a 6 ft radius.

Noisy (Ex) The scrubber are noisy when active. [Mishap] On a mishap, the scrubber emits a loud piercing sound, dealing 3d4 points of sonic damage to a 60 ft radius.

Stinks (Ex) The scrubber reeks of some foul smelling substance when used. [Mishap] The scrubber produces a *stinking cloud* effect in a 20 ft radius for 1d4+3 rounds.

Ugly (Ex) The scrubber looks like it should fall over. [Mishap] The scrubber are so ugly that it is distracting. All creatures within 20 ft of it suffer -2 morale penalty to their AC, saves, attack rolls and damage rolls for 2d4+6 rounds.

MINOTAUR FIGHTER

CR 6

Male minotaur fighters 6

LE Medium humanoid (minotaur)

Init +3; **Senses** scent; Listen -1, Spot -1

Languages Common, Kothian

AC 22, touch 9, flat-footed 23

hp 53 (6 HD)

Fort +7, **Ref** +3, **Will** +3

Spd 20 ft. (full plate); base 30 ft.

Melee mwk longsword +11/+6 (1d8+4/19-20) and gore +5 (1d6+2)

Ranged mwk longbow +6/+1 (1d8/x3)

Base Atk +6; **Grp** +10

Atk Options Cleave, gore (2d6+6 as part of charge), Power Attack

Abilities Str 19, Dex 8, Con 14, Int 10, Wis 8, Cha 11

Feats Cleave^B, Great Cleave^B, Improved Initiative^B, Iron Will, Lightning Reflexes, Power Attack^B, Scent

Skills Climb +2*, Intimidate +11, Jump +3*, Swim -6*, Use Rope +1

* Includes armor check penalty

Possessions +1 *full plate*, mwk heavy steel shield, mwk longsword, mwk longbow and a quiver of 20 arrows

MINOTAUR LEGIONNAIRE

CR 7

Male minotaur fighter 7

LE Medium humanoid (minotaur)

Races of Ansalon (clabbard)

Init -1; **Senses** Listen +2, Spot +2

Languages Common, Kothian

AC 18, touch 9, flat-footed 19

hp 67 (7 HD)

Fort +8, **Ref** +2, **Will** +3

Spd 20 ft. (banded mail); base 30 ft.

Melee +2 *clabbard* +14/+9 (1d10+10/x3) and gore +6 (1d6+2)

Ranged mwk dagger +7/+2 (1d4+4/19-20)

Base Atk +7; **Grp** +11

Atk Options Cleave, gore (2d6+6 as part of charge), Improved Bull Rush, Power Attack

Combat Gear *potion of cure moderate wounds* (3)

Abilities Str 18, Dex 8, Con 14, Int 10, Wis 10, Cha 13

Feats Alertness, Cleave^B, Blind Fight, Improved Bull Rush, Power Attack^B, Weapon Focus (greatsword)^B, Weapon Specialist (greatsword)^B

Skills Climb +1*, Bluff +3, Diplomacy +3, Intimidate +9, Jump +1*, Listen +2, Spot +2, Swim -6*, Use Rope +1

* Includes armor check penalty.

Possessions combat gear plus +1 *banded mail*, +2 *clabbard*, mwk dagger (2), *cloak of resistance* +1

MOB OF GRAVETOUCHED WARRIORS **CR 8**

CE Gargantuan undead (augmented giant) (mob of Large undead, see mob rules sidebar page 246)

Libris Mortis (gravetouched ghoulish template), *Races of Ansalon* (sharkskin hide)

Init +0; **Senses** Darkvision (60 ft.), low-light vision; Listen +4, Spot +4

Languages Common, Ogre

AC 16, touch 6, flat-footed 14

hp 150 (30 HD)

Immune undead traits

Fort +17, **Ref** +10, **Will** +9

Spd 20 ft.; swim 30 ft.

Melee mob (5d6 plus ghoulish fever plus paralysis to any creature whose space the mob occupies)

Space 20 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** +34

Atk Options ghoulish fever (Fort save DC 12; Disease, 1 day, 1d3 Con/1d3 Dex), paralysis (DC 12, 1d4+1 rounds)

Special Actions expert grappler

Abilities Str 24, Dex 12, Con —, Int 8, Wis 10, Cha 9

SQ alternate form (3/day), turn resistance +2

Feats Improved Bull Rush, Improved Overrun, Multiattack, Toughness, Weapon Focus (bite)

Skills Climb +8, Listen +4, Spot +4

Possessions sharkskin hide armor

OGRE BODYGUARD **CR 7**

Male ogre fighter 4

CE Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages Common, Ogre

AC 16, touch 8, flat-footed 16

hp 67 (8HD)

Fort +10, **Ref** +3, **Will** +2

Spd 30 ft.

Melee greatsword +10/+5 (3d6+13/19-20)

* includes adjustments for a 2-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +16

Atk Options Cleave, Power Attack

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Feats Cleave^B, Lightning Reflexes^B, Power Attack^B, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +7, Listen +2, Spot +2, Swim +7

Possessions leather armor, greatsword

OGRE CHIEFTAIN

CR 6

Male ogre barbarian 3

Races of Ansalon (fullblade)

NE Large giant

Init +2; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Ogre

AC 17, touch 7, flat-footed 19; uncanny dodge

hp 57 (7 HD)

Fort +9, **Ref** +0, **Will** +3

Spd 40 ft. (breastplate); base 50 ft.

Melee mwk fullblade sword +14/+9 (2d8+7/19-20)

Ranged longbow +3 (1d8/x3)

Space 10 ft.; **Reach** 10 ft

Base Atk +6; **Grp** +17

Atk Options Cleave, Power Attack, rage 1/day (7 rounds)

Abilities Str 25, Dex 6, Con 14, Int 6, Wis 12, Cha 9

SQ trap sense +1

Feats Alertness, Cleave, Improved Initiative^B, Power Attack, Weapon Focus (fullblade)^B

Skills Climb +5*, Handle Animal +1, Hide* -9, Intimidate +3, Listen +7, Spot +7

* Includes armor check penalty

Possessions mwk breastplate, mwk fullblade sword, longbow and quiver with 20 arrows

Rage (Ex) Once the ogre enters into a rage its statistics change as follows:

hp 71

AC 15, touch 5, flat-footed 17

Fort +11, **Will** +5

Melee mwk fullblade sword +16/+11 (2d8+9/19-20)

Abilities Str 29, Con 18

Skills Climb +7 (including armor check penalty)

PERECHOON SAILOR

CR 4

Male nomadic human mariner 4

N Medium humanoid

Legends of the Twins (revised mariner core class, see sidebar page 239; cutlass), *Races of Ansalon* (linen armor)

Init +4; **Senses** Listen +3, Spot +6

Languages Common, Saifumi

AC 11, touch 10, flat-footed 11; back-to-back +1, Dodge

hp 30 (4 HD)

Fort +4, **Ref** +1, **Will** +1

Spd 30 ft.

Melee cutlass +4 (1d6/19-20)

Base Atk +4; **Grp** +4

Atk Options dirty strike +1d4

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 11, Cha 10

SQ sailor lore +4, seamanship +1

Feats Acrobatic, Athletic^B, Dodge, Improved Initiative^B

Skills Balance +9, Climb +9, Jump +9, Listen +3, Profession (sailor) +7, Spot +6, Swim +8, Tumble +10, Use Rope +2

Possessions linen armor, cutlass

PIRATE WARRIOR

CR 7

Male half-ogre mariner 7

Legends of the Twins (revised mariner core class, see sidebar page 239; Quick-Thinking feat)

NE Medium humanoid

Init +5; **Senses** low-light vision; Listen +4, Spot +9

Languages Common, Ogre

AC 16, touch 14, flat-footed 13; back-to-back +1

hp 32 (7 HD)

Fort +5, **Ref** +8, **Will** +4

Spd 30 ft.

Melee mwk cutlass +11/+6 (1d6+3/19-20) or

Ranged mwk light crossbow +11/+6 (1d8/x3) or

Ranged mwk light crossbow +11/+6 (1d8+1/x3 plus 1d6 fire)
using *flaming bolts*

Base Atk +7; **Grp** +10

Attack Options Combat Reflexes, dirty strike +1d4, Point Blank
Shot, Power Attack

Abilities Str 17, Dex 16, Con 10, Int 11, Wis 14, Cha 8

SQ seamanship +2, sailor lore +7

Feats Combat Reflexes, Point Blank Shot^B, Power Attack^B, Quick-
Thinking, Rapid Reload

Skills Balance +13, Bluff +7, Climb +11 (+13 with rope),
Escape Artist +8 (+10 with bindings), Jump +13, Listen +4,
Profession (sailor) +10, Spot +9, Survival +9, Tumble +8, Use
Rope +9 (+11 with bindings)

Possessions mwk leather armor, mwk cutlass, mwk light
crossbow w/10 bolts, +1 *flaming bolt* (3), *ring of protection* +1

PRIEST OF SARGAS

CR 7

Male minotaur cleric of Sargonnas 7

LE Medium humanoid (minotaur)

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Kothian

AC 13, touch 10, flat-footed 14

hp 45 (7 HD)

Fort +6, **Ref** +3, **Will** +7

Spd 30 ft.

Melee mwk greataxe +8 (1d12+1/x3) and gore +1 (1d6)

Base Atk +5; **Grp** +6

Atk Options gore (2d6+1), spontaneous casting (*inflict* spells)

Special Actions turn undead 4/day (+9, 2d6+8, 7th)

Cleric Spells Prepared (CL 7th, +6 melee touch, +5 ranged
touch)

4th—*divine power*^D, *greater magic weapon*, *neutralize poison*

3rd—*cure serious wounds*, *magic vestment*^D, *prayer*, *searing light*

2nd—*aid*, *cure moderate wounds*, *darkness*, *silence* (DC 14),
spiritual weapon^D

1st—*bane* (DC 13), *cause fear* (DC 13), *cure light wounds*, *divine
favor*, *magic weapon*^D, *shield of faith*

0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*,
guidance, *light*

^D Domain spell; **Domains** Evil, War

Combat Gear *potion of cure moderate wounds* (3), *wand of bull's
strength* (30 charges)

Abilities Str 12, Dex 8, Con 12, Int 11, Wis 15, Cha 13

Feats Brew Potion, Lightning Reflexes, Martial Weapon
Proficiency (greataxe)^B, Toughness, Weapon Focus
(greataxe)^B

Skills Concentration +6, Diplomacy +6, Intimidate +3,
Knowledge (religion) +5, Spellcraft +5, Swim +3, Use Rope
+1

Possessions *ring of protection* +1, *bracers of armor* +1, mwk
greataxe

SAHUAGIN WARRIOR

CR 6

Male sahuagin fighter 4

LE Medium Monstrous humanoid (aquatic)

Races of Ansalon (sharkskin leather)

Init +1; **Senses** blindsense 30 ft. underwater, darkvision 60 ft.;
Listen +6 (+10 underwater), Spot +6 (+10 underwater)

Languages Aquan, Common, Sahuagin

AC 19, touch 14, flat-footed 18

hp 37 (6 HD)

Fort +7, **Ref** +5, **Will** +5

Weakness light blindness

Spd 30 ft.; swim 60 ft.

Melee mwk trident +10 (1d8+4) and bite +6 (1d4+1) or

Melee 2 talons +8 (1d4+2) and bite +6 (1d4+1) or

Ranged heavy crossbow +7 (1d10/19-20)

Base Atk +6; **Grp** +8

Atk Options blood frenzy (1/day when damaged), rake (1d4+1)

Abilities Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9

SQ freshwater sensitivity, speak with sharks, water dependent

Feats Great Fortitude, Improved Initiative^B, Multiattack, Weapon
Focus (trident)^B, Weapon Specialization (trident)^B

Skills Handle Animal +4 (+8 when working with sharks),

Hide +6 (+10 underwater), Intimidate +9, Listen +6 (+10

underwater), Profession (hunter) +1 (+5 when within 50

miles of its home), Ride +3, Spot +6 (+10 underwater),

Survival +1 (+5 when within 50 miles of its home), Swim +11

Possessions mwk trident, sharkskin leather

Blood Frenzy (Ex) Once a day, when the sahuagin is injured,
it enters a state of blood frenzy. The sahuagin cannot end
the blood frenzy voluntarily. When in a blood frenzy, the
sahuagin's statistics change as follows:

AC 17, touch 12, flat-footed 16

hp 43

Fort +8

Melee mwk trident +11 (1d8+5) and bite +7 (1d4+2) or

Melee 2 talons +9 (1d4+3) and bite +7 (1d4+2)

Abilities Str 16, Con 14

SAVAGE VAMPIRIC CLERIC OF TAKHISIS CR 14

Female civilized human savage vampire cleric 12 of Takhisis

CE Medium undead (augmented humanoid)

Holy Orders of the Stars (Tyranny domain), *Libris Mortis* (savage
vampire variant)

Init +9; **Senses** Listen +13, Spot +13

Languages Common, Nerakese

AC 26, touch 15, flat-footed 22

hp 96 (12 HD); fast healing 5; **DR** 10/silver and magic

Immune undead traits

Resist cold 10, electricity 10

Fort +8, **Ref** +11, **Will** +16

Spd 30 ft.

Melee +1 *heavy mace* +15/+10 (1d8+6) or

Melee 2 claws +14 (1d6+5 plus energy drain)

Base Atk +9; **Grp** +14

Atk Options energy drain, smite good (1/day, +4 attack, +12
damage)

Special Actions blood drain, children of the night, spontaneous
casting (*inflict* spells)

Cleric Spells Prepared (CL 12th, +14 melee touch, +12 ranged
touch)

6th—*blade barrier* (DC 21), *geas/quest*^D (DC 23), *harm* (DC
21), *mass inflict moderate wounds* (21)

5th—*flame strike* (DC 20), *greater command*^D (DC 22), *mass
inflict light wounds* (DC 20), *slay living* (DC 20)

4th—*divine power*, *fear*^D (DC 19), *inflict critical wounds* (2)
(DC 19), *poison* (DC 19)

3rd—*bestow curse* (DC 18), *discern lies*^D (DC 18), *dispel
magic*, *inflict serious wounds* (2) (DC 18), *prayer*

2nd—*aid*, *align weapon*, *darkness*, *enthrall*^D (DC 19), *hold
person* (DC 19), *spiritual weapon*

1st—*bane* (DC 18), *command*^D (DC 18), *detect chaos*, *divine
favor*, *doom* (DC 16), *obscuring mist*, *shield of faith*

0—detect magic, detect poison, guidance, mending, read magic, resistance

^D: Domain spell. Domain: Destruction, Tyranny

Spell-Like Abilities (CL 5th):

At will—*gaseous form*, *spider climb*

Abilities Str 20, Dex 21, Con —, Int 9, Wis 20, Cha 16

SQ alternate form, create spawn, turn resistance +4

Feats Dodge^B, Improved Initiative, Iron Will, Spell Focus (enchantment), Spell Focus (necromancy), Lightning Reflexes

Skills Concentration +10, Heal +12, Hide +13, Jump +13, Knowledge (history) +6, Knowledge (religion) +9, Listen +13, Move Silently +13, Spellcraft +9, Spot +13

Possessions +1 heavy mace, +1 chain shirt, ring of protection +1

Energy Drain (Su) Living creatures hit by the vampiric cleric's claw attacks gain one negative level. For each negative level bestowed, the cleric gains 5 temporary hit points. This ability can be used once per round.

SAVAGE VAMPIRIC DRAGONARMY

LIEUTENANT

CR 12

Male civilized human savage vampire fighter 10

CE Medium undead (augmented humanoid)

Libris Mortis (savage vampire variant)

Init +8; **Senses** Listen +10, Spot +10

Languages Common, Nerakese

AC 28, touch 14, flat-footed 24; **Dodge**

hp 80 (10 HD); fast healing 5; **DR** 10/silver and magic

Immune sleep, undead traits

Fort +7, **Ref** +7, **Will** +5

Spd 20 ft. (+1 breastplate); base 30 ft.

Melee* +1 longsword +16/+11 (1d8+15/17-20) and claw +13 (1d6+4 plus energy drain) or

Melee 2 claws +18 (1d6+8 plus energy drain)

*includes adjustments for a 4-point Power Attack

Base Atk +10; **Grp** +16

Atk Options Cleave, energy drain, Power Attack

Spell-Like Abilities (CL 5th):

At will—*gaseous form*, *spider climb*

Abilities Str 26, Dex 18, Con —, Int 8, Wis 14, Cha 10

SQ alternate form, create spawn, turn resistance +4

Feats Cleave^B, Dodge, Greater Weapon Focus (longsword), Improved Critical (longsword)^B, Improved Initiative^B, Lightning Reflexes, Power Attack^B, Quick Draw, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Handle Animal +7, Hide +12, Intimidate +10, Jump +16, Listen +10, Move Silently +12, Spot +10, Swim +20

Possessions +1 longsword, +1 breastplate, +1 light steel shield

Energy Drain (Su) Living creatures hit by the vampiric officer's claw attacks gain one negative level. For each negative level bestowed, the lieutenant gains 5 temporary hit points. This ability can be used once per round.

SAVAGE VAMPIRIC DRAGONARMY MARINE CR 8

Male civilized human savage vampire mariner 6

CE Medium undead (augmented humanoid)

Legends of the Twins (revised mariner core class, see sidebar page 239; cutlass), *Libris Mortis* (savage vampire variant)

Init +8; **Senses** Listen +17, Spot +17

Languages Common, Saifumi

AC 21, touch 14, flat-footed 18; back-to-back +1, **Dodge**

hp 48 (6 HD); fast healing 5; **DR** 10/silver and magic

Immune sleep, undead traits

Resist cold 10, electricity 10

Fort +6, **Ref** +11, **Will** +5

Spd 30 ft.

Melee cutlass +15/+10 (1d6+8/19-20) or

Melee 2 claws +14 (1d6+8 plus energy drain)

Base Atk +6; **Grp** +9

Atk Options dirty strike +2d4, energy drain

Special Actions blood drain, children of the night

Spell-Like Abilities (CL 5th):

At will—*gaseous form*, *spider climb*

Abilities Str 26, Dex 19, Con —, Int 8, Wis 17, Cha 10

SQ alternate form, create spawn, sailor lore +6, seamanship +2, turn resistance +4

Feats Alertness, Acrobatic, Athletic^B, Dodge, Improved Initiative^B, Lightning Reflexes, Weapon Focus (cutlass)^B

Skills Balance +13, Climb +14, Hide +12, Jump +14, Listen +17, Move Silently +12, Profession (sailor) +10, Spot +17, Swim +13, Tumble +15, Use Rope +11

Possessions cutlass, studded leather

Energy Drain (Su) Living creatures hit by the vampiric marine's claw attacks gain one negative level. For each negative level bestowed, the marine gains 5 temporary hit points. This ability can be used once per round.

SCHOOL OF BARRACUDA

CR 8

N Gargantuan animal (aquatic) (mob of Large animals, see mob rules sidebar page 246)

Stormwrack (dire barracuda)

Init +2; **Senses** Listen, Spot

Languages Common

AC 14, touch 8, flat-footed 12

hp 135 (30 HD)

Fort +19, **Ref** +19, **Will** +9

Spd swim 70 ft.

Melee mob (5d4)

Space 20 ft; **Reach** 0 ft

Base Atk +22; **Grp** +34

Attack Options Expert Grappler, Improved Bull Rush, Improved Overrun, Trample 2d6+4 (Reflex DC 29 half)

Abilities Str 19, Dex 15, Con 14, Int 10, Wis 10, Cha 10

SQ mob traits, mob anatomy

Feats Alertness, Improved Bull Rush^B, Improved Overrun^B, Iron Will, Run

Skills Listen +5, Jump +29, Spot +5, Swim +12

SEA DRAGON TYLORS

CR 6

Male sea dragon tytor

LE Large dragon (aquatic, water)

Bestiary of Krynn, Revised (tytor)

Init +0; **Senses** Darkvision 60 ft, low-light vision, seasense; Listen +12, Spot +12

Aura frightful presence 60 ft (60 ft, 7 HD, Will DC 14 negates)

Languages Common, Draconic

AC 19, touch 9, flat-footed 19

hp 93 (7 HD); **DR** 5/magic

Immune sleep, paralysis

Fort +11, **Ref** +5, **Will** +6

Speed 20 ft.; swim 60 ft.

Melee bite +13 (2d8+7) and 2 claws +12 (2d6+3) and tail slap +11 (2d6+10)

Space 10 ft; **Reach** 5 ft (10 ft bite)

Base Atk +7; **Grp** +18

Sorcerer Spells Known (CL 5th)

2nd—(4/day) *bull's strength*, *cat's grace*

1st—(7/day) *burning hands* (DC 12), *magic missile*, *ray of enfeeblement*, *shocking grasp*

0—(6/day) *detect magic, flare* (DC 11), *light, mage hand, read magic, resistance*

Spell-Like Abilities (CL 5th)

At will—*pass without trace*

3/day—*blur, invisibility*

1/day—*longstrider*

Abilities Str 25, Dex 10, Con 23, Int 12, Wis 13, Cha 12

Feats Alertness, Multiattack, Weapon Focus (claw)

Skills Concentration +15, Intimidate +10, Knowledge (nature) +4, Listen +12, Spellcraft +10, Spot +12, Survival +10, Swim +13

SEA ELF WARRIOR

CR 9

Male or female Dargonesti fighter 9

CG Medium humanoid (aquatic, elf)

Init +3; **Senses** elvensight (darkvision 30 ft, low-light vision), seasense; Listen +4, Spot +4

Languages Aquan, Common, Dargonesti

AC 17, touch 13, flat-footed 14; **Dodge**, **Mobility**

hp 64 (9 HD)

Fort +6, **Ref** +6, **Will** +5

Spd 30 ft.; swim 30 ft.

Melee +1 *throwing longspear* +16/+11 (1d8+10/x3)

Ranged +1 *longbow* +13/+8 (1d8+1/x3)

Base Atk +9; **Grp** +14

Atk Options Combat Expertise, Improved Feint, Power Attack

Spell-Like Abilities (CL 9th):

3/day—*blur, dancing lights* (DC 11), *darkness, obscuring mist*

Abilities Str 21, Dex 17, Con 10, Int 13, Wis 10, Cha 11

Feats Athletic, Combat Expertise^B, Dodge^B, Exotic Weapon Proficiency (net)^B, Improved Feint, Iron Will, Martial Weapon Proficiency (longspear)^B, Mobility, Power Attack^B, Weapon Focus (longspear)^B, Weapon Specialization (longspear)^B

Skills Climb +6, Handle Animal +3, Intimidate +5, Listen +4, Profession (hunter) +4, Search +2, Spot +4, Survival +2, Swim +14

Possessions +1 *leather armor, amulet of natural armor* +1, +1 *throwing longspear*, +1 *longbow* and quiver with 20 arrows

Alternate Form (Su) A Dargonesti can assume the form of a porpoise as a standard action up to 3/day. The Dargonesti may only take this form if in a suitable aquatic environment.

Seasense (Ex) Sea elves receive a +2 racial bonus to notice details and peculiarities about water,

SEA WING DRAGON RIDER

CR 7

Male kuo-toa fighters 4

NE Medium monstrous humanoid (aquatic)

Init +0; **Senses** Keen Sight; Listen +7, Spot +9

Languages Aquan, Common, Kou-Toa

AC 18, touch 10, flat-footed 18

Immune poison, paralysis

hp 50 (6 HD)

Resist electricity 10

Fort +7, **Ref** +4, **Will** +6

Vulnerability light blindness

Spd 30 ft.

Melee shortspear +8 (1d6+2) and bite +3 (1d4+1)

Ranged light crossbows +6 (1d8/x3)

Base Atk +6; **Grp** +8

Atk Options Far Shot, Mounted Archery, Mounted Combat, Point Blank Shot

Abilities Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8

SQ adhesive, amphibious, slippery

Feats Alertness^B, Far Shot^B, Great Fortitude, Mounted Archery, Mounted Combat^B, Point Blank Shot^B, Toughness

Skills Escape Artist +8, Handle Animal +5, Knowledge (nature) +4, Listen +7, Move Silently +3, Ride +7, Search +6, Spot +9, Swim^{*} +5

Possessions heavy wooden shield, shortspear, light crossbow and quiver of 20 bolts

Skills *Kuo-toa have a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, providing it swims in a straight line.

SLIG CHAMPION

CR 6

Male slig fighter 2/rogue 2

LE Medium humanoid (reptilian)

Bestiary of Krynn, Revised (slig)

Init +8; **Senses** darkvision 60 ft; Listen +7, Spot +6

Languages Common, Draconic, Ogre

AC 21, touch 14, flat-footed 17

hp 46 (7 HD)

Resist fire 10

Fort +5, **Ref** +10, **Will** +4; evasion

Spd 30 ft.

Melee mwk glaive +9 (1d10+3/x3) and bite +2 (1d4+1 plus 1 acid) or

Melee 2 claws +7 (1d3+2) and bite +2 (1d4+1 plus 1 acid) or

Ranged mwk dagger +10 (1d4+2/19-20)

Base Atk +5; **Grp** +7

Atk Options sneak attack +1d6

Special Actions spit acid 3/day (1d6 acid, Reflex DC 13 or blind for 1d6 rounds)

Abilities Str 14, Dex 19, Con 13, Int 12, Wis 13, Cha 10

SQ trapfinding

Feats Ability Focus (acid split), Alertness, Improved Initiative^B, Stealthy, Weapon Focus (bite)^B

Skills Bluff +4, Craft (trapmaking) +8, Hide +13, Intimidate +6, Listen +7, Move Silently +12, Sense Motive +6, Spot +6

Possessions mwk studded leather, mwk glaive, mwk dagger

SWARM OF BLOODSEA ÌMPS

CR 5

Male vapor imp mariner 5

CE Tiny outsider (air, native, swarm, water)

Bestiary of Krynn, Revised (vapor imp), *Legends of the Twins* (revised mariner core class, see sidebar page 239)

Init +7; **Senses** Listen +1, Spot +6

Languages telepathy 100 ft

AC 19, touch 19, flat-footed 16; back-to-back +1

hp 41 (7 HD)

Immune swarm traits

Fort +9, **Ref** +11, **Will** +4

Spd 20 ft.; swim 30 ft.

Melee swarm (1d6 plus 1d4 cold)

Space 2-1/2 ft; **Reach** 0 ft

Base Atk +7; **Grp** –

Atk Options Combat Expertise, dirty strike +1d4, distraction

Spell-like Ability (CL 5th)

At will—*gaseous form*

Abilities Str 6, Dex 17, Con 12, Int 10, Wis 9, Cha 15

SQ sailor lore +7, seamanship +2, spontaneous generation

Feats Alertness, Combat Expertise^B, Improved Initiative^B, Lucky, Multiattack

Skills Balance +10, Bluff +7, Climb +10, Escape Artist +8, Hide +11, Intimidate +4, Jump +8, Listen +1, Knowledge (nature) +6, Profession (sailor) +1, Spot +6, Survival +9, Swim +8, Tumble +8

Cold (Ex) A vapor imp's body generates intense cold, causing opponents to take an extra 1d4 points of cold damage every time the creature succeeds on a touch or sting attack. Creatures attacking a vapor imp unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Distraction (Ex) Any living creature that is vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round (Fort DC 12 negates). Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using a skill that requires patience and concentration requires a Concentration DC 20 check.

Spontaneous Generation (Su) Whenever a vapor imp is hit by an attack that deals electrical damage, it makes a DC 15 Constitution check. On a success, the imp reproduces, generating an exact duplicate of itself. On a failure, nothing happens.

Skills: A vapor imp gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TENTACLE COLUMNS

CR 9

Large stationary contraption

Races of Ansalon (gnomish contraptions)

Total Complexity 73

Complexity DC 17

Build Cost 7 tool points/day

hp 80 (16 HD)

AC 11

Speed 0 ft.

Attack tendrils touch +16 (2d4+7 bludgeoning/x2)

Space 10 ft.; **Reach** 20 ft.

Skills Disguise +13

Function DR 10/-, tentacle grapple, improved grab, improved grapple

Quirks stinks, ugly, leaky, glows

Damage Reduction Due to the sturdy stone and metal construction of the columns, they have the equivalent of damage reduction 10/-.

Tentacle grapple (Ex) The tentacles of the columns are designed to hinder and hold intruders and do not deal damage on a normal hit. They deal only non-lethal damage when grappling.

Improved Grapple (Ex) The tentacles gain a +4 bonus to make all grapple actions (this is already figured in to the above statistics).

Stinks (Ex) The columns reek of some foul smelling substance when the tentacles are used. [Mishap] The column produces a *stinking cloud* effect in a 10 ft radius for 1d4+2 rounds.

Ugly (Ex) The columns look like they should fall over, let alone grapple with someone. [Mishap] Eye-sore: The columns are so ugly that they are distracting. All creatures within 10 ft of it suffer -1 morale penalty to their AC, saves, attack rolls and damage rolls for 1d4+2 rounds.

Leaky (Ex) The columns continually leaky some foul smelling liquid. [Mishap] The columns produce a spurt of acid dealing 1d4 points of damage in a 2 ft radius.

Glows (Ex) When active, the columns glow, shedding light in a 10 ft radius. [Mishap] The columns produce a blinding flash of light, forcing all creatures within 10 ft to succeed a fort save DC 12 or become blinded for 2 rounds.

THORADORIAN BARBARIAN

CR 12

Male Thoradorian minotaur barbarian 8

NE Large humanoid (minotaur)

Races of Ansalon (Thoradorian minotaur)

Init +1; **Senses** darkvision 60 ft, scent; Listen +8, Spot +6

Languages Kothian; illiterate

AC 19, touch 9, flat-footed 18; uncanny dodge, improved uncanny dodge

hp 126 (14 HD); **DR** 1/-

Immune *maze*, flat-footed

Fort +12, **Ref** +8, **Will** +6

Speed 40 ft. (fast movement); base 30 ft.

Melee mwk greataxe of glory +24/+19/+14 (3d6+9/x3) and gore +15 (1d8+4)

Ranged +1 *shortbow* +15/+10/+5 (1d6+1/x3)

Space 10 ft; **Reach** 10 ft

Base Atk +14; **Grp** +24

Attack Options Cleave, gore +20 (4d6+9 as part of charge), Power Attack, rage 3/day (9 rounds)

Abilities Str 23, Dex 12, Con 19, Int 6, Wis 8, Cha 10

SQ trap sense +2

Feats Athletic, Cleave, Power Attack, Scent, Weapon Focus (greataxe)

Skills Climb +13, Intimidate +5, Jump +10, Knowledge (nature) +1, Listen +8, Search +8, Spot +6, Survival +3, Swim +13

Possessions +2 *leather armor*, *ring of improved climbing*, *amulet of mighty fists* +1, +1 *shortbow*, quiver with 20 arrows, mwk greataxe of glory,

Rage (Ex) Once the minotaur enters into a rage its statistics change as follows:

hp 154

AC 17, touch 7, flat-footed 16

Fort +14 **Will** +8

Melee mwk greataxe of glory +26/+21/+16 (3d6+12/x3) and gore +15 (1d8+5)

Abilities Str 27, Con 23

Skills Climb +15, Jump +12, Swim +15

WATER ELEMENTAL HEAVY WAR HORSES CR 7

Water elemental dire horse

N Large elemental (augmented animal, water)

Manual of the Planes (water elemental creature template), *Monster Manual II* (dire horse)

Init +1; **Senses** low-light vision, scent; Listen +9, Spot +9

AC 24, touch 10, flat-footed 23

hp 142 (12 HD); Diehard; **DR** 10/magic

Immune elemental traits

Fort +14, **Ref** +5, **Will** +10

Spd 60 ft.; swim 90 ft.; Run

Melee 2 hooves +13 (1d6+6) and bite +8 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +19

Abilities Str 22, Dex 13, Con 23, Int 2, Wis 15, Cha 11

SQ drench, water mastery

Feats Alertness, Diehard, Endurance, Run, Toughness

Skills Listen +9, Spot +9

Drench (Ex) The water dire horse' touch can quench torches, campfires, exposed lanterns and other open non-magical flame of Large size or smaller. The touch can quench magical fire, as though a *dispel magic* had been cast, CL 12th).

Water Mastery (Ex) The water horse gains +1 bonus on attack and damage if both it and foe are touching water and takes -4 penalty on attack and damage if touching the ground.

WATER ELEMENTAL FIGHTERS

CR 6

Male water elemental minion fighter 2

LN Large elemental (extraplanar, water)

Bestiary of Krynn, Revised (water elemental minion)

Init +2; **Senses** darkvision 60 ft; Listen, Spot

Languages Aquan, Common, Draconic, Elven, Ogre

AC 27, touch 11, flat-footed 25

hp 93 (8 HD); fast healing 5; **DR** 5/-

Immune elemental traits

Fort +12, **Ref** +4, **Will** +3

Spd 30 ft.; swim 90 ft.

Melee* +1 *frost lance* +9 (2d6+9/x3 plus 1d6 cold)

* includes adjustments for a 3-point Power Attack

Space 10 ft; **Reach** 10 ft

Base Atk +6; **Grp** +15

Atk Options Improved Sunder, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge

Abilities Str 21, Dex 14, Con 18, Int 17, Wis 12, Cha 10

SQ elemental equipment, water mastery

Feats Improved Sunder^B, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge^B

Skills Diplomacy +9, Handle Animal +7, Hide +3, Listen +10, Ride +12, Sense Motive +10, Spot +10

Water Mastery (Ex) Gains +1 bonus on attack and damage if both it and foe are touching water. Takes -4 penalty on attack and damage if touching the ground.

WHISPER SPIDER

CR 6

CE Huge magical beast

Bestiary of Krynn Revised (whisper spider)

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +3, Spot +5

Languages Common (cannot speak)

AC 17, touch 12, flat-footed 13

hp 60 (8 HD)

Fort +8, **Ref** +10, **Will** +3

Spd 30 ft.; climb 20 ft.

Melee bite +12 (2d6+7 plus poison)

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +19

Atk Options Combat Reflexes, Improved Feint, sneak attack +1d6

Special Actions web

Abilities Str 21, Dex 19, Con 14, Int 7, Wis 12, Cha 7

Feats Alertness, Combat Reflexes, Improved Feint^B, Weapon Focus (bite)

Skills Bluff +1 (+5 *feint*), **Climb** +15, Hide +6 (+8 in webs), Jump +13, Listen +3, Move Silently +12 (+14 in webs), Spot +5, Survival +3

Poison (Ex) Injury; Fort DC 18; 1d6 Wis/2d6 Wis

Skills A whisper spider has a +8 racial bonus on Hide and Move Silently check, which increases to +10 when it is in its web. It has a +8 racial bonus on Climb and Jump checks and can always choose to take 10 on Climb checks, even when rushed or threatened.

YRASDA ASSASSIN

CR 10

Male yrasda rogue 7

CE Large giant

Races of Ansalon (sharkskin leather), *Spectre of Sorrows* (yrasda variant)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5

Languages Common, Ogre

AC 20, touch 12, flat-footed 17; uncanny dodge

hp 71 (11 HD)

Fort +8, **Ref** +11, **Will** +3; evasion

Spd 30 ft.; swim 40 ft.

Melee +1 *dagger* +15/+10 (1d6+7/19-20)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +18

Atk Options sneak attack +4d6

Abilities Str 22, Dex 16, Con 15, Int 6, Wis 10, Cha 7

SQ alternate form (3/day), trap sense +2, trapfinding

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (dagger)

Skills Climb +11, Escape Artist +11, Hide +8, Listen +5, Move Silently +11, Search +8, Spot +5

Possessions Large +1 *dagger*, mwk sharkskin leather

Alternate Form (Su) An yrasda can assume the form and physical qualities of a manta ray and remain in this form indefinitely. It does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the yrasda's character level. The yrasda may only use this ability while in an environment suitable for manta rays (such as the sea).

YRASDA DRUID

CR 12

Female yrasda druid 9 of Zeboim

CE Large giant

Races of Ansalon (sharkskin leather), *Spectre of Sorrows* (yrasda variant)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

Languages Common, Ogre

AC 18, touch 9, flat-footed 18

hp 92 (13 HD)

Immune poison

Fort +12, **Ref** +3, **Will** +12

Spd 30 ft.; swim 40 ft.; woodland stride

Melee +1 *sickle* +15/+10 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +19

Special Actions wild shape (3/day)

Druid Spells Prepared (CL 9th, +14 melee touch, +8 ranged touch)

5th—*summon nature's ally V*

4th—*control water*, *dispel magic*

3rd—*dominate animal* (DC 16), *greater magic fang*, *poison* (DC 16), *summon nature's ally III*

2nd—*bear's endurance*, *bull's strength*, *cat's grace*, *owl's wisdom*

1st—*calm animals* (DC 14), *charm animal* (DC 14), *endure elements*, *magic fang*, *speak with animals*

0—*detect magic*, *detect poison*, *flare*, *guidance*, *purify food and drink*, *resistance*

Abilities Str 22, Dex 8, Con 15, Int 6, Wis 16, Cha 13

SQ alternate form (3/day), resist nature's lure, trackless step, wild empathy +10, wild shape (3/day)

Feats Improved Initiative, Iron Will, Natural spell, Spell Focus (conjunction), Toughness

Skills Climb +5, Knowledge (nature) +6, Listen +2, Spot +2, Swim +16

Possessions Large +1 *sickle*, +1 *sharkskin leather*, ring of *protection* +1

Alternate Form (Su) An yrasda can assume the form and physical qualities of a manta ray and remain in this form indefinitely. It does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the yrasda's character level. The yrasda may only use this ability while in an environment suitable for manta rays (such as the sea).

YRASDA SKIRMISHER

CR 8

Male yrasda fighter 5

CE Large giant

Races of Ansalon (sharkskin hide), *Spectre of Sorrows* (yrasda variant)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages Common, Ogre

AC 17, touch 8, flat-footed 16

hp 75 (9 HD)

Fort +10, **Ref** +1, **Will** +2

Spd 20 ft.; swim 30 ft.

Melee* Large trident +9/+4 (2d6+11)

* includes adjustments for a 5-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +18

Atk Options Cleave, Combat Reflexes, Power Attack

Abilities Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7

SQ alternate form (3/day)

Feats Cleave, Combat Reflexes^B, Improved Initiative^B, Power Attack^B, Toughness, Weapon Focus (trident), Weapon Specialization (trident)

Skills Climb +5, Listen +2, Spot +2, Swim +11

Possessions Large trident, sharkskin hide

Alternate Form (Su) An yrasda can assume the form and physical qualities of a manta ray and remain in this form indefinitely. It does not regain hit points for changing form, but this ability is otherwise similar to a polymorph spell cast by a wizard of the yrasda's character level. The yrasda may only use this ability while in an environment suitable for manta rays (such as the sea).

Melee* +1 *fullblade* +16/+11/+6 (2d8+23/19-20) used two-handed or

Melee* +1 *whip* +16/+12/+6 (1d4+15 plus 1 Con) or

Melee* +1 *fullblade* +12/+7/+2 (2d8+17) and +1 *whip* +12 (1d4+15 plus 1 Con)

* includes adjustments for a 6-point Power Attack

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Base Atk +13; **Grp** +25

Atk Options bleeding strike, Power Attack, wound

Abilities Str 26, Dex 15, Con 17, Int 12, Wis 10, Cha 12

SQ brutal intimidation, emotional scar, herd the cattle (greater), improved brutality, pack of wolves, sacrificial lamb

Feats Exotic Weapon Proficiency (fullblade)^B, Exotic Weapon Proficiency (whip)^B, Iron Will, Persuasive, Power Attack^B, Two-Weapon Fighting^B, Weapon Focus (fullblade), Weapon Focus (whip)^B, Weapon Specialization (fullblade)

Skills Handle Animal +6, Intimidate +18, Listen +7, Spot +7, Survival +5, Swim +13

Possessions +1 *fullblade*, +1 *whip*, +1 *lamellar armor*

BRIMSTONE

CR 15

Male adult red dragon

CE Huge dragon (fire)

Init +4; **Senses** darkvision 120 ft., low-light vision, keen senses; Listen +31, Spot +31

Aura frightful presence (180 ft. radius, 21 HD or less, Will DC 24)

Languages Common, Draconic, Nerakese, Ogre

AC 29, touch 8, flat-footed 29

hp 253 (22 HD); **DR** 5/magic

Immune fire, paralysis, *sleep*

SR 21

Fort +18, **Ref** +15, **Will** +17

Weakness vulnerability to cold

Spd 40 ft.; fly 150 ft. (poor)

Melee bite +32 (3d8+11) and 2 claws +30 (2d6+6) and 2 wings +29 (1d8+6) and tail slap +29 (2d6+17)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +22; **Grp** +41

Atk Options Power Attack

Special Actions breath weapon (50 ft. cone, 12d10 fire, Reflex DC 26 half, 1d4 rounds between uses)

Sorcerer Spells Known (CL 7th, +31 melee touch, +20 ranged touch)

3rd—*fireball* (DC 16), *protection from cold*

2nd—*darkness*, *resist cold*, *scorching ray*

1st—*burning hands* (DC 14), *color spray* (DC 14), *magic missile*, *shield*, *shocking grasp*

0—*daze* (DC 13), *detect magic*, *flare* (DC 13), *ghost sound*, *light*, *read magic*, *resistance*

Spell-Like Abilities (CL 7th):

6/day—*locate object*

Abilities Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16

Feats Alertness, Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Skills Concentration +30, Diplomacy +28, Intimidate +28, Knowledge (arcana) +28, Knowledge (religion) +28, Listen +31, Search +28, Sense Motive +29, Spot +31

Possessions *bracelet of speed* (functions like *boots of speed*)

CHAPTER 12: TRUTH

LEADERS AND PERSONALITIES

BASSAR

CR 13

Male ogre fighter 5/ogre slaver 5

LE Large giant

Races of Ansalon (lamellar armor, ogre slaver)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages Common, Ogre

AC 20, touch 11, flat-footed 18

hp 112 (14 HD)

Fort +15, **Ref** +5, **Will** +5

Spd 30 ft.

Melee* +1 *fullblade* +16/+11/+6 (2d8+17/19-20) used one-handed or

DARALLAN SUEBBAN**CR 10****Female nomadic human barbarian 10**

N Medium humanoid

Init +2; **Senses** Listen +13, Spot +3**Languages** Common, Goblin, Nerakese**AC** 19, touch 12, flat-footed 17; improved uncanny dodge, uncanny dodge**hp** 98 (10 HD); **DR** 2/-**Fort** +12, **Ref** +5, **Will** +5**Spd** 30 ft. (+1 *hide armor*); base 40 ft.**Melee** +1 *battleaxe* +14/+9 (1d8+4/x3)**Base Atk** +10; **Grp** +13**Atk Options** Power Attack**Special Actions** rage 3/day (8 rounds)**Abilities** Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 16**SQ** trap sense +3**Feats** Iron Will^B, Great Fortitude, Power Attack, Run, Toughness**Skills** Climb +16, Handle Animal +10, Intimidate +16, Jump +16, Listen +13, Spot +3, Survival +6, Swim +10**Possessions** +1 *battleaxe*, +1 *hide armor*, +1 *wooden steel shield***Rage (Ex)** When Darallan rages, her statistics change as follows:**AC** 19, touch 10, flat-footed 15**hp** 118**Fort** +14, **Will** +7**Melee** +1 *battleaxe* +16/+11 (1d8+6/x3)**Skills** Climb +18, Jump +18, Swim +12**Abilities** Str 20, Con 20**DARIUM, BLUE DRAGON RIDER****CR 13****Male civilized human noble 8/fighter 5**

LE Medium humanoid

Init -1; **Senses** Listen +4, Spot +4**Languages** Common, Nerakese**AC** 23, touch 10, flat-footed 24**hp** 86 (13 HD)**Fort** +8, **Ref** +6, **Will** +11**Speed** 20 ft. (+1 *full plate*); base 30 ft.**Melee** +2 *longsword* +15/+10/+5 (1d8+5/19-20)**Base Atk** +11; **Grp** +12**Atk Options** Mounted Combat, Ride-By Attack, Spirited Charge, Trample**Special Actions** coordinate +2, inspire confidence 2/day**Abilities** Str 12, Dex 8, Con 15, Int 10, Wis 14, Cha 18**SQ** bonus class skill (move silently), favor +3**Feats** Alertness, Iron Will^B, Mounted Combat^B, Negotiator, Ride-By Attack^B, Spirited Charge, Trample, Weapon Focus (longsword)^B, Weapon Specialization (longsword)**Skills** Bluff +15, Diplomacy +24, Gather Information +10, Handle Animal +12, Intimidate +18, Listen +4, Move Silently +5, Ride +6, Sense Motive +15, Spot +4**Possessions** +1 *full plate*, +1 *heavy steel shield*, +2 *longsword*, *amulet of natural armor* +1, *ring of protection* +1, *cloak of charisma* +2**DREAMSHADOW TAKHISIS****CR 16****Female dreamshadow minor aspect of Takhisis (Destruction)**

LE Huge outsider (lawful, dream, evil, native)

Towers of High Sorcery (dreamshadow template), *Holy Orders of the Stars* (aspect template)**Init** +3; **Senses** blindsense 60 ft, darkvision 120 ft, keen senses; Listen +18, Spot +18**Languages:** Common, Draconic, Infernal**AC** 25, touch 7, flat-footed 25Immune ability damage, ability drain, disease, energy drain, paralysis, petrification, *polymorph*, mind-affecting effects, *sleep***hp** 174 (12 HD); **DR** 5/epic**Resist** acid 10, cold 10, electricity 10, fire 10 **SR** 12**Fort** +16, **Ref** +7, **Will** +11**Spd** 30 ft.; fly 50 ft. (clumsy)**Melee** 5 bites +18 (2d8+8/19-20 plus 1 Wis)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Base Atk** +12; **Grp** +28**Atk Options** Great Cleave, Power Attack**Special Actions** breath weapons, crush (2d8+16, Small or smaller, Reflex DC 24 or pinned); smite 1/day (+4 hit, +12 damage)**Spell-Like Abilities** (CL 12th, +18 melee touch, +9 ranged touch)1/day—*harm* (DC 20), *inflict critical wounds* (DC 18), *mass inflict light wounds* (DC 19)3/day—*contagion* (DC 17), *inflict light wounds* (DC 15), *shatter* (DC 16)**Abilities** Str 26, Dex 9, Con 26, Int 19, Wis 16, Cha 18**Feats** Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack**Skills** Intimidate +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Knowledge (religion) +19, Listen +18, Search +19, Sense Motive +18, Spot +18, Survival +18**Aligned Attacks (Su)** This aspect of Takhisis' bite and crush attacks are considered to be lawful and evil weapons for the purposes of overcoming damage reduction.**Breath Weapons (Su)** 40-ft. cone or line, each head once every 1d4 rounds, 12d8 acid, cold, electricity, or fire, Reflex DC 24 half. Each of the aspects' heads can produce a breath weapon, but only one head may do so in any single round.**Illusory Damage** All of the damage dealt by the dreamshadow aspect of Takhisis is illusory, but so long as the dreamer believes the dream is real, the damage has its normal effect. Dreamers who die as a result of illusory damage remain unconscious until the dream ends or the dreamer's allies cure him within the dreamscape.**Immortal** This aspect of Takhisis does not need to eat, breathe, or sleep. It does not suffer any effects from aging.**FIRASI****CR 14****Male aurak draconian sorcerer 5**

LE Medium dragon

Dragons of Krynn (Improved Energy Ray feat)**Init** +6; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15**Languages** Common, Draconic, Nerakese, Ogre**AC** 24, touch 14, flat-footed 22**hp** 91 (13 HD)Immune disease, paralysis, *sleep***SR** 20**Fort** +9, **Ref** +13, **Will** +14**Spd** 30 ft.**Melee** bite +10 (1d4) and 2 claws +5 (1d4) or**Ranged** 2 energy rays +12 ranged touch (2d8)**Base Atk** +10; **Grp** +10**Atk Options** Improved Energy Ray**Special Actions** breath weapon (5 ft. cone, 1d4 Str plus blindness for 4 rounds, Fort DC16), death throes (5 ft. radius, 3d6, Reflex DC 16 half)**Sorcerer Spells Known** (CL 13th, +10 melee touch, +12 ranged touch)

6th—*chain lightning* (DC 21), *greater dispel magic*
 5th—*cone of cold* (DC 20), *teleport*, *wall of force*
 4th—*ice storm*, *phantasmal killer* (DC 18), *shout* (DC 19),
wall of fire
 3rd—*dispel magic*, *fireball* (DC 18), *hold person* (DC 17),
lightning bolt (DC 18)
 2nd—*blur*, *detect thoughts* (DC 16), *darkness*, *mirror image*,
scorching ray
 1st—*color spray* (DC 15), *magic missile*, *obscuring mist*, *shield*,
shocking grasp
 0—*daze* (DC 14), *detect magic*, *detect poison*, *flare* (DC 15),
ghost sound, *light*, *mending*, *ray of frost*, *resistance*

Spell-Like Abilities (CL 8th):

at will—*greater invisibility*, *suggestion*
 3/day—*dimensional step* (as *dimension door* but 60-ft. range,
 self only plus items, equal to 3rd-level spell), *disguise self*
 (2d6+6 minutes)
 1/day—*dominate person*

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 10, Cha 19

SQ alternate form, inspired by dragons, low metabolism

Feats Improved Energy Ray, Improved Initiative, Iron Will,
 Lightning Reflexes, Spell Focus (evocation)

Skills Bluff +9, Concentration +16, Diplomacy +15, Intimidate
 +20, Knowledge (arcane) +19, Knowledge (religion) +8,
 Listen +15, Spellcraft +19, Search +14, Spot +15

Possessions *bracers of armor* +4, *cloak of resistance* +2, *ring of*
blinking, *ring of protection* +2

Energy Rays (Sp) Firasi can generate rays of energy from his
 hands at will. These rays have a range of 60 feet and deal up
 to 4d8 points of force damage, divided any way he sees fit
 as long as each ray deals at least 1d8 points of force damage.
 (Firasi typically fires two rays for 2d8 damage each.) Firasi
 must make a ranged touch attack to hit with each ray. This
 ability is the equivalent of a 1st-level spell and has a caster
 level of 8.

Improved Energy Ray (Ex) The die type of Firasi's energy rays
 increases to d8. In addition, he may combine his energy ray
 with a single melee attack. This reduces the force damage by
 half, but adds it directly to the weapon damage of the melee
 attack. When used in this fashion, Firasi may not use his
 energy rays again for 1 minute.

LORD GUNTAR UTH WISTAN

CR 13

Male civilized human fighter 9/Knight of the Rose 4

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Rose prestige
 class, Shield Focus feat)

Init +3; **Senses** Listen +3, Spot +3

Aura courage (10 ft., +4 morale bonus to saves against fear)

Languages Common, Ergot, Solamnic

AC 26, touch 11, flat-footed 25

hp 89 (13 HD); Diehard

Immune fear

Resist Endurance, Honor-bound

Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (*armor*); base 30 ft.

Melee +2 *longsword* +19/+14/+9 (1d8+6/19-20) or

Melee +1 *lance* +19/+14/+9 (1d8+5/x3)

Base Atk +13; **Grp** +17

Atk Options Mounted Combat, Ride-By Attack, Spirited Charge,
 Tremendous Charge

Special Actions inspire courage (+2, 2/day), inspire greatness (1
 ally), rallying cry 3/day

Combat Gear *potion of bear's endurance*

Abilities Str 18, Dex 15, Con 13, Int 12, Wis 16, Cha 17

SQ heroic initiative +1, leadership bonus +1

Feats Diehard, Education, Endurance, Honor-bound^B,
 Leadership, Mounted Combat^B, Ride-By Attack^B, Shield
 Focus, Spirited Charge^B, Tremendous Charge^B, Weapon Focus
 (lance)^B

Skills Diplomacy +15, Handle Animal +9, Intimidate +9,
 Knowledge (nobility and royalty) +13, Knowledge (religion)
 +13, Ride +20

Possessions combat gear plus +2 *full plate*, +2 *heavy steel shield*,
 +2 *longsword*, +1 *lance*, heavy warhorse with breastplate
 barding

Inspire Courage (Su) Twice a day, Gunthar may add a +2 morale
 bonus to allies' saves against charm and fear effects and a +2
 morale bonus on attack and damage rolls. The effects of this
 mind-affecting ability last for as long as he continues to speak
 and for 5 rounds afterward.

Inspire Greatness (Su) Gunthar can inspire greatness in a single
 willing ally within 30 ft., granting 2d10 temporary hit points,
 a +2 competence bonus on attack rolls, and a +1 competence
 bonus on Fortitude saves. The inspired ally is also considered
 to have two additional Hit Dice for purposes of effects that
 depend on a target's Hit Dice. Using this mind-affecting
 ability counts as a use of Gunthar's inspire courage ability.

Rallying Cry (Ex) Three times a day as a free action, Gunthar
 may utter a powerful shout that causes all allies within 60 ft.
 who can hear him to gain a +1 morale bonus on their next
 attack roll and increase their base ground speed by 5 ft. on
 their next move action. This is a mind-affecting ability.

MARINDATHALASA, THE PAINTING GHOST CR 17

Female bound spirit Qualinesti elf noble 4 (armiger 1)/wizard
 5/Wizard of High Sorcery 3/war mage 2

NE Medium undead (augmented humanoid [elf], incorporeal)

Age of Mortals (war mage prestige class; bound spirit template;
ethereal flame spell), *Knightly Orders of Ansalon* (armiger
 substitution levels; Education feat), *Towers of High Sorcery*
 (war mage prestige class errata), *War of the Lance* (*radiant*
dart spell)

Init +3; **Senses** elvensight (darkvision 30 ft, low-light vision);
 Listen +14, Spot +12

Languages Common, Dwarven, Elven, Ergot, Magius, Sylvan

AC 17, touch 17, flat-footed 14 or

AC 19, touch 15, flat-footed 16 against ethereal

hp 48 (14 HD)

Immune *sleep*; undead traits

Resist +2 against enchantment spells and effects, +2 turn
 resistance (+4 within 30 ft of vessel)

Fort +6, **Ref** +9, **Will** +14

Weakness vessel bond

Spd 30 ft., fly 30 ft. (perfect)

Melee +1 *quarterstaff* +7/+2 (1d6) against ethereal or

Melee incorporeal touch +6/+1 (1d8-1 plus magic drain) against
 non-ethereal

Base Atk +7; **Grp** +6

Atk Options battle magic, corrupting gaze, frightful visage

Special Actions arcane aegis, inspire confidence 1/day,
 coordinate +1, magic of darkness, telekinesis

Wizard Spells Prepared (CL 10th, +6 melee touch, +10 ranged
 touch)

5th—*cone of cold* (DC 21), *hold monster* (DC 20), *lightning*
bolt (*empowered*) (DC 19)

4th—*magic missile* (*maximized*) (3), *scorching ray*
 (*empowered*)

3rd—*hold person* (DC 18), *lightning bolt* (DC 19) (2), *magic missile* (empowered)
 2nd—*acid arrow* (DC 17) (2), *scorching ray* (DC 18) (2)
 1st—*chill touch* (DC 16) (2), *magic missile* (2)
 0—*detect magic*, *ray of frost*, *read magic*, *resistance*

Abilities Str 9, Dex 17, Con 10, Int 21, Wis 10, Cha 18

SQ arcane research +1, armored spellcasting (-5%), battle magic, call to arms, manifestation, moon magic (Nuitari), order secret, rejuvenation, summon familiar

Feats Combat Casting, Education, Empower Spell ^B, Eschew Materials, Leadership, Maximize Spell ^B, Scribe Scroll ^B, Spell Focus (evocation), Weapon Focus (quarterstaff) ^B

Skills Bluff +9, Concentration +17, Decipher Script +10, Diplomacy +7, Heal +10, Hide +11, Intimidate +10, Knowledge (arcana) +17, Knowledge (history) +14, Knowledge (the planes) +12, Listen +14, Profession (merchant) +4, Search +17, Sense Motive +10, Spellcraft +20 (+21 with scrolls), Spot +12, Use Magic Device +9 (+13 with scrolls)

Possessions *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +2, +1 *quarterstaff*, *gloves of dexterity* +2, *headband of intellect* +2

Spellbook all 0-level plus 1st—*cause fear*, *charm person*, *identify*, *shocking grasp*; 2nd—*daze monster*, *radiant dart*, *touch of idiocy*; 3rd—*hold person*, *fireball*, *slow*; 4th—*crushing despair*, *enervation*, *ice storm*, *shout*; 5th—*waves of fatigue*

Arcane Aegis (Su) The war mage can designate 1 ally within 30 ft and grant a +2 morale bonus to that ally's AC.

Battle Magic (Ex) Three times per day, a spell cast by the war mage that deals damage deals an extra +1 point of damage per die.

Call to Arms (Ex) In life the bound spirit could summon the aid of knights, once per week. Now in undeath the armiger can mystically summon the services of a powerful undead servants to aid her. The armiger makes a level check (1d20+1) against a DC 21 to gain the services of three haunt knights, which arrive within 1d10 rounds.

Corrupting Gaze (Su) A bound spirit can blast living creatures with a glance, up to a range of 30 ft. Creatures that meet the bound spirit's gaze must succeed a Fort save DC 21 or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Frightful Visage (Ex) As a free action the bound spirit can manifest in a frightful form. All living creatures within 30 ft must succeed a Will save DC 21 or become panicked for 2d4 rounds. A creature that successfully saves cannot be affected again for 24 hours. This is a mind-affecting and necromantic effect.

Magic Drain (Su) Bound spirits are able to drain magic from creatures or objects. On a successful touch attack the bound spirit drains 14 levels of spells from a spellcaster or 16 points of magical potential from a magic item. Spellcasters in the midst of casting spells or magic items are allowed a Fort save DC 21 to negate the effect (for more information about magical potential of magic item, see the *Age of Mortals* sourcebook).

Malleable Visage (Su) A bound spirit is able to change its physical appearance when it manifests. This is a similar effect to that produced by the *polymorph* spell—except that the bound spirit can only assume the form of any of the following type of creature—aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant or vermin.

Possession (Su) A bound spirit is capable of possessing a living creature, temporarily inhabiting their body and controlling their actions. The bound spirit must take a full round action and succeed on a touch attack while manifested in order to possess someone. The creature is allowed a Will save DC 21 to resist the effect, and if successful that creature cannot be possessed by the bound spirit for a 24-hour period. If the creature fails the save, the bound spirit possesses the body for up to 14 hours. This effect is similar to the effects of the *magic jar* spell.

Telekinesis (Su) Once per round the bound spirit can use *telekinesis* as a 14th level sorcerer.

Vessel Bond (Ex) Anyone who physically controls the bound spirit's vessel (such as holding, wearing, or physically manipulating) can command the bound spirit as if they successfully used the *control undead* spell against the bound spirit. The bound spirit need not be present for the individual to exert control.

OPHAR JOLIANUS

CR 13

Male civilized human cleric 13 of Takhisis

LE Medium humanoid

Init +2; **Senses** Listen +6, Spot +6

Languages Abyssal, Common, Infernal, Nerakese

AC 22, touch 12, flat-footed 20

hp 79 (13 HD)

Fort +9, **Ref** +6, **Will** +12

Spd 20 ft. (+1 *full plate*); base 30 ft.

Melee +1 heavy mace +9/+4 (1d8)

Base Atk +9; **Grp** +8

Atk Options spontaneous casting (*inflict* spells)

Special Actions command undead 3/day (+13, 2d6+11, 11th)

Cleric Spells Prepared (CL 13th, 14th w/evil or lawful spells)

7th—*blasphemy* ^{DE}, *flame strike* (empowered) (DC 18)

6th—*hold monster* ^D (DC 20), *mass cure moderate wounds*, *planar ally* ^{DEL}

5th—*dispel good* ^{DE}, *flame strike* (2) (DC 19), *slay living* (DC 19)

4th—*cure critical wounds*, *lesser planar ally* ^{DEL}, *magic circle against good* ^{DE}, *order's wrath* ^{DL} (DC 18), *tongues*

3rd—*animate dead*, *blindness/deafness* (DC 17), *continual flame*, *dispel magic* (2), *magic circle against chaos* ^{DL}

2nd—*align weapon*, *desecrate* ^{DE}, *resist energy* (electricity), *silence* (2), *sound burst* (DC 16), *spiritual weapon*

1st—*bane* (DC 15), *cause fear* (DC 15), *cure light wounds* (2), *protection from good* ^{DE}, *shield of faith*, *summon monster I*

0—*create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*

^D Domain spell; ^E Evil spell; ^L Lawful spell; Domains: Evil, Law

Abilities Str 8, Dex 14, Con 13, Int 14, Wis 19, Cha 11

Feats Alertness, Brew Potion, Combat Casting, Craft Wondrous Item, Empower Spell, Magical Aptitude ^B

Skills Appraise +2 (+4 with stone), Concentration +9, Craft (stonemasonry) +8, Diplomacy +10, Heal +6, Knowledge (arcana) +14, Knowledge (engineering) +4, Knowledge (religion) +16, Knowledge (the planes) +12, Listen +6, Spellcraft +14, Spot +6, Use Magic Device +6 (+8 with scrolls)

Possessions +1 *full plate*, +1 *heavy steel shield*, *amulet of natural armor* +1, *periapt of wisdom* +2, *gloves of dexterity* +2, +1 *heavy mace*

SIR STARK RAVENFIELD

CR 12

Male civilized human fighter 6/Knight of the Sword 6

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Sword prestige class; Iconic Invocation feat, Shield Focus feat)

Init +9; **Senses** Listen +6, Spot +6

Aura aura of courage (10 ft. radius, +4 morale bonus against fear)

Languages Common, Dwarven, Solamnic

AC 27, touch 15, flat-footed 24

hp 105 (12 HD); Diehard

Resist divine grace, Endurance

Immune fear

Fort +15, **Ref** +10, **Will** +12

Spd 20 ft. (+2 *breastplate*); base 30 ft.

Melee* +1 *keen longsword* +15/+10/+5 (1d8+10/17-20)

* includes adjustments for a 3-point Power Attack

Base Atk +12; **Grp** +16

Atk Options defend the weak +2, Iconic Invocation, Power Attack, smite evil 2/day (+3 attack, +6 damage)

Abilities Str 18, Dex 16, Con 14, Int 12, Wis 14, Cha 16

SQ heroic initiative +2

Feats Diehard, Endurance^B, Honor-bound^B, Iconic Invocation (Huma Dragonbane), Improved Initiative^B, Leadership, Power Attack, Shield Focus, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Diplomacy +11, Handle Animal +7, Intimidate +11, Knowledge (nobility & royalty) +5, Knowledge (religion) +7, Listen +6, Ride +13, Spot +6, Swim +10

Possessions +1 *keen longsword*, +2 *breastplate*, +2 *heavy steel shield*, *ring of protection* +2

Defend the Weak (Ex) Each round, Sir Ravenfield may select a single adjacent ally with fewer character levels or hit dice than himself. Against any opponent who threatens that ally, Sir Ravenfield gets a +2 bonus to attack and damage rolls and his ally gains a +2 bonus to AC. These bonuses apply as long as Sir Ravenfield is adjacent to his ally.

Iconic Invocation (Ex) 3 times a day, Sir Ravenfield can call upon the name of the legendary Huma Dragonbane to gain a +4 morale bonus to the next melee attack roll he makes.

STORMFRONT

CR 11

Female young adult blue dragon

LE Large dragon (earth)

Init +0; **Senses** darkvision 120 ft, blindsense 60 ft, keen senses; Listen +25, Spot +25

Aura frightful presence (150 ft, 17 HD or fewer, Will DC 21)

Languages Common, Draconic, Nerakese, Ogre

AC 26, touch 9, flat-footed 26

Immune electricity, *sleep*, paralysis

hp 189 (18 HD); **DR** 5/magic

SR 19

Fort +15, **Ref** +11, **Will** +13

Speed 40 ft.; burrow 20 ft.; fly 150 ft. (poor); Hover, Wingover

Melee bite +23 (2d6+6) and 2 claws +18 (1d8+3) and 2 wings +18 (1d6+3) and tail slap +18 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +18; **Grp** +28

Attack Options Cleave, Flyby Attack, Great Cleave Power Attack

Special Actions breath weapon (80 ft line of lightning, 10d8 electricity damage, Reflex DC 23 for half, usable every 1d4 rounds),

Sorcerer Spells Known (CL 3rd):

1st—(6/day) *magic missile*, *shield*, *protection from good*

0—(6/day) *detect magic*, *detect poison*, *mage hand*, *read magic*, *resistance*

Spell-like Abilities (CL 1st):

3/day—*create/destroy water* (DC 21)

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

SQ sound imitation

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Power Attack, Wingover

Skills Concentration +25, Diplomacy +13, Intimidate +13, Knowledge (arcana) +12, Listen +25, Search +23, Sense Motive +13, Spellcraft +25 (+27 with scrolls), Spot +25, Use Magic Device +2 (+4 with scrolls)

VEERA KAZGO

CR 13

Female civilized human ranger 13

CE Medium humanoid

Init +7; **Senses** Listen +19, Spot +19

Languages Common, Nerakese

AC 20, touch 13, flat-footed 17; *boots of speed*

hp 85 (13 HD)

Fort +9, **Ref** +11, **Will** +7; *boots of speed*, evasion

Spd 30 ft.; woodland stride

Melee +1 *unholy longsword* +17/+12/+7 (1d8+3/19-20) or

Melee +2 *short sword* +17/+12/+7 (1d6+4/19-20) or

Melee +1 *unholy longsword* +15/+10/+5 (1d8+3/19-20) and +2 *short sword* +15/+10/+5 (1d6+3/19-20) or

Ranged mwk shortbow +17/+12/+7 (1d6/x3) or

Ranged mwk shortbow +15/+15/+10/+5 (1d6/x3) with Rapid Shot

Base Atk +13; **Grp** +15

Atk Options *boots of speed*, combat style (two-weapon), favored enemy dwarf +4, favored enemy elf +4, favored enemy giant +2

Ranger Spells Prepared (CL 6th, +15 melee touch, +16 ranged touch)

3rd—*cure moderate wounds*, *greater magic fang*

2nd—*cat's grace*, *cure light wounds*

1st—*alarm*, *entangle* (DC 14)

Abilities Str 14, Dex 17, Con 12, Int 10, Wis 16, Cha 11

SQ camouflage, swift tracker, wild empathy +13

Feats Endurance^B, Greater Two-Weapon Fighting^B, Improved Initiative, Improved Two-Weapon Fighting^B, Track^B, Point Blank Shot, Rapid Shot, Two-Weapon Fighting^B, Weapon Focus (longsword), Weapon Focus (shortbow)

Skills Climb +12, Concentration +11, Heal +13, Hide +19, Jump +12, Listen +19, Move Silently +19, Spot +19, Survival +11

Possessions +3 *leather armor*, +1 *unholy longsword*, +2 *short sword*, mwk shortbow, *amulet of natural armor* +2, *boots of speed*

ZARAPHAM

CR 13

Male civilized human wizard 13

NE Medium humanoid

Init +1; **Senses** Listen +2 (or +4), Spot +2 (or +4)

Languages Common, Draconic, Magius, Nerakese

AC 15, touch 13, flat-footed 13

hp 62 (13 HD)

Fort +7, **Ref** +5, **Will** +8

Spd 30 ft.

Melee +1 *dagger* +8/+3 (1d4+2/19-20)

Base Atk +6; **Grp** +7

Atk Options Improved Unarmed Strike

Wizard Spells Prepared (CL 13th)

7th—*reverse gravity*

6th—*rope trick* (quicken), *chain lightning* (DC 20), *move earth*

5th—*major creation*, *overland flight*, *wall of force*

4th—*dimension door, fear* (DC 18), *lesser globe of invulnerability, wall of ice*
 3rd—*dispel magic, fireball* (2) (DC 17), *lightning bolt* (2) (DC 17)
 2nd—*alter self, darkness, resist energy* (electricity), *see invisibility, summon monster II*
 1st—*burning hands* (DC 15), *hold portal, mage armor, magic missile* (2)
 0—*detect magic, ray of frost, read magic, resistance*

Combat Gear arcane scroll (CL 13th): *delayed blast fireball*

Abilities Str 12, Dex 13, Con 16, Int 19, Wis 10, Cha 8

SQ scry on familiar, summon familiar (Immuccous)

Feats Alertness (within 5 ft of familiar)^B, Combat Casting, Craft Rod, Craft Wondrous Item^B, Empower Spell^B, Improved Familiar, Improved Unarmed Strike, Magical Aptitude^B, Quicken Spell, Scribe Scroll^B

Skills Concentration +16, Craft (carpentry) +7, Decipher Script +17, Knowledge (arcana) +17, Knowledge (engineering) +17, Knowledge (religion) +15, Knowledge (the planes) +17, Listen +2 (+4 near familiar), Spellcraft +21, Spot +2 (+4 near familiar), Use Magic Device +7 (+11 with scrolls)

Possessions all combat gear plus *bracers of armor* +2, *+1 dagger, amulet of health* +2, *ring of protection* +2, *headband of intellect* +2

Spellbook: all 0-level spells; all common unnamed 1st and 2nd level spells; 3rd level—*deep slumber, haste, slow, vampiric touch*; 4th level—*fire trap, remove curse, summon monster IV, wall of fire*; 5th level—*permanency, teleport*; 6th level—*stone to flesh, undeath to death*; 7th level—*finger of death, delayed blast fireball*

Immuccous, Imp Familiar

CR -

Male imp familiar

LE Tiny outsider (evil, extraplanar, lawful)

Init +3; **Senses** Darkvision 60 ft; Listen +7, Spot +7

Languages Celestial, Draconic, Infernal; empathic link, speak with master

AC 27, touch 15, flat-footed 24; Dodge (+2 size, +3 Dex, +12 natural)

hp 31 (13 HD); fast healing 2; **DR** 5/good or silver

Immune poison

Resist fire 5, improved evasion; **SR** 18

Fort +4, **Ref** +7, **Will** +9

Spd 20 ft, fly 50 ft (perfect)

Melee sting +11 (1d4 plus poison)

Space 2-1/2 ft; **Reach** 0 ft

Base Atk +6; **Grp** -2

Spell-like Abilities (CL 6th)

At will—*detect good, detect magic, invisibility* (self only)

1/day—*suggestion* (DC 15)

Abilities Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14

SQ alternate form, deliver touch spells, share spells

Feats Dodge, Weapon Finesse

Skills Diplomacy +8, Hide +17, Knowledge (the planes) +14, Listen +7, Move Silently +9, Search +14, Spellcraft +14, Spot +7, Survival +1 (+3 following tracks)

Poison (Ex) Injury, Fort DC 13, initial 1d4 Dex/secondary 2d4 Dex.

Minions, Monsters, and Minor Characters

Advanced Wraith

CR 6

LE Medium undead (incorporeal)

Libris Mortis (evolved undead template)

Init +7; **Senses** darkvision 60 ft; Listen +16, Spot +16

Aura unnatural aura

Languages Common, Infernal

AC 16, touch 16, flat-footed 13

hp 70 (9 HD)

Immune undead traits, incorporeal traits

Resist +2 turn resistance

Fort +3, **Ref** +6, **Will** +9

Vulnerability daylight powerlessness

Spd fly 60 ft. (good)

Melee incorporeal touch +9 (1d4 plus 1d6 Con drain)

Base Atk +5; **Grp** —

Atk Options create spawn

Special Actions constitution drain (Fort DC 19 negates)

Abilities Str -, Dex 16, Con —, Int 14, Wis 14, Cha 16

Feats Ability Focus (constitution drain), Alertness^B, Blind-Fight, Combat Reflexes, Improved Initiative^B, Weapon Focus (incorporeal touch)

Skills Diplomacy +7, Hide +15, Intimidate +15, Listen +16, Search +14, Sense Motive +12, Spot +16, Survival +2 (+4 follow tracks)

Create Spawn (Su) Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate. The spawn is under the control of the wraith that created them and they remain enslaved until its death. The spawn does not possess any of the abilities they had in life.

Advanced Yrthak

CR 12

N Gargantuan magical beast

Init +6; **Senses** blindsight 120 ft; Listen +13, Spot +1

AC 21, touch 8, flat-footed 19

hp 205 (20 HD)

Immune illusions, all attacks that depend on sight

Fort +17, **Ref** +14, **Will** +7

Vulnerability sonics

Spd 20 ft.; fly 60 ft. (average); Hover

Melee bite +26 (3d8+10) and 2 claws +24 (1d8+5)

Space 20 ft; **Reach** 15 ft

Base Atk +20; **Grp** +42

Atk Options Flyby Attack, Snatch

Special Actions sonic lance (1/2 rounds, 60 ft ray, 6d6 sonic damage), Explosion

Abilities Str 30, Dex 14, Con 21, Int 7, Wis 13, Cha 11

Feats Endurance, Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Multiattack, Snatch

Skills Listen +13, Hide -10, Move Silently +13

Explosion (Su) The yrthak can fire its sonic lance at the ground, creating an explosion of shards dealing 2d6 piercing damage to all creatures within 10 ft of the effect's center. This counts as a use of the sonic lance ability.

Baaz Guard

CR 5

Male baaz draconian fighter 3

CE Medium dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +4

Languages Common

AC 15, touch 10, flat-footed 15

hp 39 (5 HD)

Immune disease, paralysis, *sleep*

SR 11

Fort +9, **Ref** +4, **Will** +3

Spd 20 ft.; glide, Run

Melee bite +6 (1d4+1) and 2 claws +1 (1d4) or

Melee longsword +7 (1d8+1/19-20)

Base Atk +5; **Grp** +6

Atk Options Power Attack

Special Actions death throes (Reflex DC 12 to resist having the weapons fused inside the baaz's stone body)

Abilities Str 13, Dex 10, Con 12, Int 8, Wis 8, Cha 10

SQ inspired by dragons, low metabolism

Feats Great Fortitude, Improved Initiative^B, Power Attack^B, Run^B, Weapon Focus

Skills Bluff +5, Climb +4, Disguise +5, Intimidate +5, Listen +4, Spot +4

Possessions longsword, chainmail

CARYATID COLUMN

CR 6

N Medium construct

Fiend Folio (caryatid column)

Init +3; **Senses** Listen -5, Spot -5

Languages Common (cannot speak)

AC 22, touch 13, flat-footed +9

hp 53 (6 HD)

Immune construct traits

Fort +2, **Ref** +5, **Will** -3

Spd 30 ft.

Melee +2 *bastard sword* +12 (1d10+7/19-20) and slam +4 (1d4+2) or

Melee +2 *bastard sword* +12 (1d10+9/19-20) two-handed or

Melee slam +9 (1d4+5)

Base Atk +4; **Grp** +9

Atk Options Improved Sunder, Power Attack

Abilities Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1

SQ break weapon, column form, hardness, magic weapon

Feats Exotic Weapon Proficiency (bastard sword)^B, Improved Sunder, Power Attack, Weapon Focus (bastard sword)^B

Skills Diplomacy -3, Sense Motive +2

Break Weapon (Su) Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed a Fort DC 13 save or break and become useless, dealing no damage to the caryatid column. Nonmagic ranged weapons automatically shatter upon hitting the column, dealing no damage. Magic ranged weapons receive the Fort save to resist this effect.

Column Form (Ex) When at rest (not commanded or waiting to fulfill a command) the caryatid column takes the form of a simple column of stone. The column is about 2 feet in diameter and extends up to the ceiling of the chamber (25 feet maximum). The column retains this form until commanded otherwise or attacked. The column does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search DC 25) reveals very faint and distorted lines that make the pillar resemble a woman holding a sword. Anyone who succeeds a Knowledge (architecture) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Climb DC 15 and Spot DC 20) or a keen eye (Spot DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves or other creatures with stonecunning receive a free Search check as though actively looking when they pass within 10 feet of the column. Changing forms is a free action and a caryatid column can change only once per round.

Hardness (Ex) Like an animated object made from stone, the caryatid column has a hardness 8.

Magic Weapon The weapon incorporated into the column functions like a +2 bastard sword except that whenever it is outside the reach of the column it reverts in to a stone nonmagical sculpture. Should the column pick it back up, it regains its magical ability. If the caryatid column needs both hands, it can merge the sword into its trunk simply by pressing it against its side. The sword can be retrieved as any character would draw a weapon.

DWARVEN PAINTERS

CR 7

Male hill dwarf master 7

LN Medium humanoid (dwarf)

War of the Lance (Greater Improvise Weapon feat, Improvise Weapon feat)

Init +3; **Senses** darkvision 60 ft; Listen +3, Spot +3

Languages Common, Dwarven; Elven, Goblin, Ogre

AC 17, touch 13, flat-footed 14; +4 dodge bonus against giants, Dodge

hp 35 (7 HD)

Resist +4 against poison, spells, spell-like effects, stability (+4 against bull rush and trip)

Fort +3 (+7 poison), **Ref** +5, **Will** +4

Spd 20 ft.

Melee unarmed strike +6 (1d3+1)

Base Atk +5; **Grp** +6

Attack Options +1 against goblins

Abilities Str 12, Dex 17, Con 12, Int 17, Wis 7, Cha 11

SQ knack (applied craftsmanship, item of distinction [carving, paintings]), primary focus (crafts), secondary focus (profession), stonecunning

Feats Diligent^B, Dodge, Greater Improvise Weapon, Improvise Weapon, Skill Focus (craft [painting])^B

Skills Appraise +15 (+17 with metal, stone, paintings, wood), Craft (painting) +15, Craft (carpentry) +15, Decipher Script +5, Diplomacy +10, Disable Device +12, Forgery +13, Knowledge (local) +13, Listen +3, Professional (painter) +9, Search +13 (+15 racial unusual stonework), Spot +3, Use Rope +13

Possessions +1 *studded leather*, *gloves of dexterity* +2, mwk tools, paints and brushes

GHOLOR

CR 13

NE Large undead

Revised Bestiary of Krynn (gholor)

Init +9; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +3, Spot +11

Aura lure (1 mile radius, Will DC 26)

AC 25, touch 14, flat-footed 20; Dodge

hp 130 (20 HD); fast healing 5; **DR** 15/bludgeoning

Immune undead traits

SR 26

Fort +8, **Ref** +11, **Will** +9

Spd 10 ft.; burrow 40 ft.

Melee* 2 claws +15 each (2d6+9) and bite +9 (1d8+5 plus 1d6 acid)

*Includes adjustment for 2-point Power Attack

Space 10 ft.; **Reach** 10 ft. (20 ft. with claws)

Base Atk +10; **Grp** +21

Atk Options Combat Reflexes, improved grab (claw), Power Attack

Special Actions constrict 2d6+10

Abilities Str 25, Dex 20, Con —, Int 2, Wis 17, Cha 18

SQ funnel

Feats Ability Focus (lure), Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Hide +17, Listen +3, Spot +11

Constrict (Ex) A gholor deals 2d6+10 points of damage with a successful grapple check.

Funnel (Ex) A gholor uses its burrowing ability to create a funnel-like pit. The funnel is 20 feet wide and 15 feet deep with a 10-foot base that the gholor is partially buried in. Creatures within 5 feet of the edge of the funnel or in the funnel itself must succeed at a DC 20 Balance check for each square of movement in the funnel. Failure indicates the creature slides one square closer to the gholor. Failing the check by 5 or more causes the creature to slide all the way to the bottom. A creature at the bottom of a gholor's funnel occupies the same space as the gholor and is treated as if squeezing through a space regardless of size (see squeezing in the *Player's Handbook*). As a free action, the gholor may attempt a grapple check to constrict any character in its space, pressing it against the wall of the funnel. Escaping the gholor's space requires a DC 20 Escape Artist check or a DC 20 Climb check, unless the gholor is grappling with the creature, in which case the character must first escape the grapple.

Lure (Su) This ability works like a *sympathy* spell designed to target all intelligent creatures of Medium or smaller size. This ability emanates from the gholor itself (making it the object of desire) and affects all valid creatures within 1 mile of the gholor. Creatures must make a DC 24 Will save or fall under its effects. Once an attack has been made on a creature by the gholor, the effect is broken. Creatures that succeed at their Will saves are immune to the lure of the same gholor for 24 hours.

HUMAN DRAGONARMY PATROL

CR 8

Male nomadic human fighter 8

NE Medium humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Nerakese

AC 16, touch 11, flat-footed 15; **Dodge**, **Mobility**

hp 80 (8 HD)

Fort +7, **Ref** +3, **Will** +1

Spd 30 ft.

Melee +1 *longsword* +12/+7 (1d8+3/19-20) and shield bash +6 (1d6+2)

Ranged mwk longbow +9/+4 (1d8/x3)

Base Atk +8; **Grp** +10

Atk Options Cleave, Combat Expertise, Improved Shield Bash, Power Attack, Spring Attack, Whirlwind Attack

Abilities Str 15, Dex 13, Con 15, Int 13, Wis 8, Cha 12

Feats Cleave, Combat Expertise^B, Dodge^B, Improved Shield Bash^B, Mobility^B, Power Attack, Spring Attack^B, Toughness^B, Weapon Focus (longsword), Whirlwind Attack^B

Skills Climb +12, Gather Information +4, Handle Animal +7, Intimidates +7, Jump +8, Knowledge (local) +2, Listen +1, Ride +9, Spot +1

Possessions +1 *leather armor*, +1 *bashing light wooden shield*, +1 *longsword*, mwk longbow and quiver with 20 arrows

KAPAK ARCHER

CR 7

Male kapak draconian ranger 3

CE Medium dragon

Init +6; **Senses** darkvision 60 ft., low-light vision; **Listen** +7, **Spot** +7

Languages Common

AC 16, touch 12, flat-footed 14

hp 35 (5 HD)

Immune disease, paralysis, *sleep*

SR 14

Fort +7, **Ref** +8, **Will** +3

Spd 30 ft.; glide, Run

Melee bite +5 (1d4 plus saliva) or

Melee short sword +5 (1d6/19-20) or

Ranged mwk light crossbow +9 (1d8/19-20)

Base Atk +5; **Grp** +5

Atk Options favored enemy human +2, Rapid Shot, saliva, sneak attack +1d6

Special Actions death throes (5 ft. radius, 1d6 acid per round of exposure)

Abilities Str 10, Dex 14, Con 12, Int 8, Wis 8, Cha 10

SQ glide, inspired by dragons, low metabolism, wild empathy

Feats Endurance^B, Improved Initiative, Rapid Shot^B, Run^B, Track^B, Weapon Focus (light crossbow)

Skills Hide +10, Listen +7, Move Silently +10, Search +4, Spot +7, Survival +2

Possessions mwk light crossbow, short sword, leather armor

Saliva (Ex) The saliva of the kapak carries a paralyzing poison that can be delivered either via the kapak's bite attack or by licking a slashing or piercing weapon. **Fort** DC 12, 1d6 Dex/1d6 Dex.

KAPAK DRAGONARMY PATROL

CR 8

Male kapak draconian fighter 4

NE Medium dragon

Init +0; **Senses** darkvision 60 ft, low-light vision; **Listen** +7, **Spot** +7

Languages Common

AC 15, touch 10, flat-footed 15

hp 44 (6 HD)

Immune disease, *sleep*, paralysis

SR 15

Fort +8, **Ref** +4, **Will** +4

Spd 30 ft.; glide, Run

Melee mwk flail +11/+6 (1d8+5) and bite +4 (1d4+1 plus poison)

Ranged mwk light crossbow +7 (+1d8/x3)

Base Atk +6; **Grp** +8

Atk Options sneak attack +1d6

Special Actions death throes (5 ft. radius, 1d6 acid per round of exposure), saliva

Abilities Str 16, Dex 10, Con 12, Int 10, Wis 11, Cha 14

SQ inspired by dragons, low metabolism

Feats Alertness, Blind-Fight^B, Run^B, Track, Stealthy, Weapon Focus (flail)^B, Weapon Specialization (fail)^B

Skills Bluff +4, Hide +7, Intimidate +4, Listen +7, Move Silently +15, Search +5, Spot +7, Survival +0 (+2 following tracks)

Possessions mwk flail, leather armor, light wooden shield, mwk light crossbow and quiver of 10 bolts

Saliva (Ex) Poison **Fort** DC 12; initial 1d6 Dex/secondary 1d6 Dex. Envenoming is a full round action that provokes an attack of opportunity and lasts for 3 rounds or until successfully strikes opponent.

KAPAK EXPERTS

CR 8

Male kapak draconian expert 5

LE Medium dragon

Init +3; **Senses** darkvision 60 ft, low-light vision; Listen +7, Spot +7

Languages Common, Draconic, Dwarf, Elf, Gnome, Nerakese, Ogre

AC 17, touch 13, flat-footed 14

hp 40 (7 HD)

Immune disease, *sleep*, and paralysis

SR 16

Fort +5, **Ref** +7, **Will** +7

Speed 30 ft; Glide

Melee bite +5 (1d4 plus poison)

Base Atk +5; **Grp** +2

Atk Options sneak attack +1d6

Special Actions death throes (5 ft. radius, 1d6 acid per round of exposure), saliva

Abilities Str 10, Dex 16, Con 13, Int 15, Wis 10, Cha 10

SQ inspired by dragons, low metabolism

Feats Alertness, Run ^B, Skill Focus (craft [stonemasonry]), Skill Focus (knowledge [engineering])

Skills Appraise +7, Bluff +5, Craft (blacksmithing) +7, Craft (stonemasonry) +10, Diplomacy +10, Hide +8, Knowledge (engineering) +10, Listen +7, Move Silently* +15, Profession (engineer) +10, Search +7, Speak Language (dwarf, elf, gnome, ogre), Spot +7

Possessions leather armor, mwk tools

Saliva (Ex) The kapak's saliva has a strong paralytic poison (Fort DC 12, initial 1d6 Dex/secondary 1d6 Dex). It can be applied to any piercing weapon and lasts for 3 rounds or until a successful strike.

KNIGHT HAUNT

CR 7

LG Medium undead

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Solamnic

AC 25, touch 13, flat-footed 24

hp 54 (8 HD); **DR** 5/adamantine

Immune undead traits

Resist Honor-bound; **SR** 14

Fort +2, **Ref** +3, **Will** +9

Spd 20 ft. (+1 full plate); fly 20 ft. (perfect) (+1 full plate); base 30 ft., fly 30 ft. (perfect)

Melee +2 longsword +9 (1d8+4/19-20)

Base Atk +4; **Grp** +6

Spell-Like Abilities (CL 8th)

At will—*detect chaos*, *detect evil*, *detect magic*

Abilities Str 15, Dex 13, Con —, Int 6, Wis 17, Cha 15

SQ horrific appearance, rejuvenation, +2 turn resistance

Feats Honor-bound, Mounted Combat, Weapon Focus (longsword)

Skills Knowledge (nobility and royalty) +9, Knowledge (religion) +1, Listen +3, Move Silently +9, Ride +5, Spot +3

Possessions +1 full plate, +1 heavy steel shield, +2 longsword

Horrific Appearance (Su) Any living creature within 60 feet that views a knight haunt must make a successful DC 16 Fortitude save or immediately take 1d4 points of Strength damage. A creature that successfully saves against this effect cannot be affected by the same knight haunt's horrific appearance for 24 hours.

Rejuvenation (Su) A knight haunt that is destroyed will usually restore itself at the rise of the next full moon that corresponds to its alignment (Solinari if good, Lunitari if neutral, or

Nuitari if evil). Knight haunts whose armor or weapons have been taken may attempt to manifest within the armor with a successful DC 16 level check (1d20+8). If another person is wearing the armor, it immediately falls apart and reforms around the knight haunt's spirit. If another person is carrying the knight haunt's weapon or shield, the knight haunt can attempt to wrest it free with a successful Charisma check opposed by the bearer's Strength check. Pouring holy water on the armor, or casting a *hallow* spell upon the area where the knight haunt was destroyed, frees the knight haunt from its undeath and allows it to pass out of the world and through the Gate of Souls.

SIVAK MASTERS

CR 8

Male Sivak draconian master 2

LE Large dragons

War of the Lance (Master core class)

Init +1; **Senses** darkvision 60 ft, Low-light Vision; Listen +11, Spot +4

Languages Common, Dwarf, Gnome, Nerakese

AC 17, touch 10, flat-footed 16

hp 60 (8 HD)

Immune disease, *sleep*, paralysis

SR 18

Fort +6, **Ref** +6, **Will** +8

Spd 30 ft.; fly 60 ft. (poor); glide, Run

Melee 2 claws +10 (1d6+4) and bite +5 (1d8+2) and tail +5 (2d4+6)

Space 10 ft; **Reach** 5 ft

Base Atk +7; **Grp** +15

Atk Options trip

Special Actions death throes

Abilities Str 19, Dex 13, Con 12, Int 15, Wis 10, Cha 14

SQ inspired by dragons, knack (applied craftsmanship), low metabolism, primary focus (craftsman), shapeshift

Feats Alertness, Improved Natural Armor (x2), Run ^B, Skill Focus (knowledge [engineering])^B

Skills Appraise +2 (+4 with wood), Bluff +11, Climb +13, Craft (carpentry) +14, Diplomacy +11, Disguise +6 (+8 acting), Gather Information +11, Intimidate +11, Jump +13, Knowledge (engineering) +15, Listen +11, Spot +4

Possessions leather armor, mwk tools

Applied Craftsmanship (Ex) A master can substitute ranks in one Craft skill for ranks in another Craft skill in which he has no ranks, on a two-for-one basis for the purpose of making Craft checks. Ability bonuses and other modifiers are applied as normal.

Death Throe (Su) When a sivak dies; it assumes the form of the creature that killed it for three days before turning to black soot. If the creature was non-humanoid or was Large or larger, the sivak explodes dealing 2d4 points of fire damage to a 10 ft radius (Reflex save DC 17 for half).

Primary Focus (Ex) The master gains a +2 circumstance bonus to all Craft checks. This bonus is already factored into the above skills.

SOLDIERS OF FAILURE

CR 8

NE Medium outsider (dream, evil)

Init +7; **Senses** Listen +6, Spot +12

Towers of High Sorcery (dreamwraith)

Languages Common

AC 18, touch 18, flat-footed 18

hp 35 (8 HD); **DR** 5/magic

Immune dream traits

Fort +6, **Ref** +9, **Will** +7

Spd 30 ft., fly 30 ft. (good)

Melee slam +8 (1d10 illusionary plus 1d4 Wis)

Base Atk +8; **Grp** +8

Spell-like Ability (CL 8th):

At will—*crushing despair* (DC 14)

Abilities Str 10, Dex 16, Con —, Int 10, Wis 12, Cha 14

Feats Improved Initiative, Persuasive, Toughness

Skills Balance +4, Bluff +15, Climb +4, Diplomacy +17, Disguise +13* (+15* acting), Intimidate +17, Knowledge (history) +11, Listen +6, Move Silently +8, Search +5, Sense Motive +12, Spot +12

CHAPTER 13: TRIUMPH

LEADERS AND PERSONALITIES

AGHAR SHUGI

CR 6

Male gully dwarf rogue 6

CN Small humanoid

Init +3; **Senses** Listen +6, Spot +4

Languages Common, Gullytalk

AC 17, touch 14, flat-footed 14; uncanny dodge

hp 40 (6 HD)

Resist +2 against disease and poison, -4 against fear, evasion

Fort +5, **Ref** +8, **Will** +1

Weakness -4 to resist Intimidation

Spd 20 ft.

Melee mwk short sword +7 (1d4+1/19-20)

Base Atk +4; **Grp** +1

Atk Options sneak attack +3d6

Abilities Str 12, Dex 16, Con 16, Int 11, Wis 8, Cha 6

SQ trapfinding, trap sense +1

Feats Agile, Endurance, Skill Focus (move silently)

Skills Balance +12, Climb +10, Escape Artist +13, Diplomacy -2 (+2 to not harm), Hide +9, Intimidate -2 (-6 to resist intimidate), Jump +12, Listen +6, Move Silently +17, Search +9, Sleight of Hand +7, Spot +4, Survival +2 (+4 with tracks), Tumble +10, Use Rope +3 (+5 with bindings)

Possessions mwk leather armor, mwk buckler shield, mwk short sword

BOOFUS

CR 9

Male gully dwarf rogue 4/fighter 5

CN Small humanoid

Init +2; **Senses** Listen +0, Spot +4

Languages Common, Gullytalk

AC 17, touch 14, flat-footed 15; uncanny dodge, Dodge, Mobility

hp 56 (9 HD)

Resist +2 against disease and poison, -4 against fear; Evasion

Fort +7, **Ref** +10, **Will** +2

Weakness -4 to resist Intimidation

Spd 20 ft.

Melee +1 short sword +13/+8 (1d4+3/19-20)

Base Atk +8; **Grp** +7

Atk Options Combat Reflexes, sneak attack +2d6

Abilities Str 17, Dex 15, Con 14, Int 4, Wis 10, Cha 10

SQ trapfinding, trap sense +1

Feats Agile, Combat Reflexes^B, Dodge^B, Endurance, Lightning Reflexes, Mobility^B, Stealthy

Skills Balance +8, Climb +3, Escape Artist +8, Diplomacy +0 (+4 to not harm), Hide +16, Intimidate +7, Jump +4, Knowledge (local) +1, Move Silently +10, Search +1, Spot +4, Survival +2, Use Rope +2

Possessions +1 leather armor, +1 short sword, amulet of natural armor +1

EMPEROR ARIAKAS

CR 23

Male civilized human wizard 5/fighter 2/Knight of the Thorn 10/legendary tactician 3/dragon highlord 3

Dragonlance Campaign Setting (dragon highlord prestige class, Knight of the Thorn prestige class, Improved Resist Dragonfear feat, legendary tactician prestige class, Resist Dragonfeat feat, Tremendous Charge feat), *Races of Ansalon* (*Disciplined feat*)

LE Medium humanoid

Init +2; **Senses** Listen +3, Spot +3

Aura terror (10 ft., Will DC 24 or become shaken)

Languages Common, Draconic, Infernal, Khurish, Magius, Nerakese

AC 25, touch 17, flat-footed 23

hp 170 (23 HD); **DR** 5/magic (*armor*)

Fort +21, **Ref** +16, **Will** +27 (+35 against frightful presence of dragons); evasion (*ring*)

Speed 20 ft. (+4 *dragonarmor of invulnerability*); base 30 ft.

Melee +3 *flaming burst unholy greatsword* +25/+20/+15 (2d6+10/17-20 plus 1d6 fire)

Base Atk +16; **Grp** +21

Atk Options Cleave, demoralize (1 round), Mounted Combat, Power Attack, weapon touch

Special Actions cosmic understanding, direct troops, inspire courage (+2, 2/day), motivate troops +3

Combat Gear *metamagic rod of maximize* (6th level or lower), *wand of summon monster III* (50 charges), *wand of summon monster IV* (50 charges)

Wizard Spells Prepared (CL 15th; arcane spell failure 5%, +21 melee touch, +18 ranged touch)

8th—*moment of prescience* (CL 16th), *prismatic wall* (DC 22)

7th—*delayed blast fireball* (DC 21), *finger of death* (DC 21), *greater scrying* (DC 21; CL 16th)

6th—*antimagic field*, *circle of death* (DC 20), *globe of invulnerability*, *true seeing* (CL 16th)

5th—*commune* (CL 16th), *dominate person* (DC 19), *feeblemind* (DC 19), *telekinesis* (DC 19), *wall of force*

4th—*dimension door*, *fireball* (stilled) (DC 17), *lesser globe of invulnerability*, *scorching ray* (empowered), *scrying* (DC 18; CL 16th)

3rd—*arcane sight* (CL 16th), *barrier of deflection*, *dispel magic*, *fireball* (DC 17), *fly*, *haste*

2nd—*acid arrow*, *arcane lock*, *detect thoughts* (DC 16; CL 16th), *knock*, *scorching ray*, *shatter* (DC 16)

1st—*burning hands* (DC 15), *expeditious retreat*, *magic missile*, *protection from good*, *ray of enfeeblement*, *true strike* (CL 16th)

0—*daze* (DC 14), *flare* (DC 14), *mending*, *ray of frost*, *read magic* (CL 16th)

Abilities Str 20, Dex 15, Con 14, Int 18, Wis 16, Cha 19

SQ armored spellcasting -20%, Dark Queen's blessing, Dark Queen's courage, diviner, leadership bonus +2, read omens and portents

Feats Cleave ^B, Disciplined, Empower Spell, Improved Critical (greatsword), Improved Resist Dragonfear ^B, Leadership, Mounted Combat, Persuasive, Power Attack, Resist Dragonfear, Scribe Scroll ^B, Still Spell, Tremendous Charge ^B, Weapon Focus (greatsword)

Skills Bluff +14, Concentration +22, Diplomacy +12, Gather Information +16, Intimidate +30, Knowledge (arcana) +21, Knowledge (history) +12, Knowledge (local) +12, Knowledge (religion) +12, Ride +22, Sense Motive +23, Spellcraft +21 (+23 decipher spells on scrolls), Use Magic Device +15 (+17 related to scrolls)

Possessions combat gear plus +4 *dragonarmor of invulnerability* (DR 5/magic), +3 *flaming burst unholy greatsword*, *cloak of resistance +4*, *ring of evasion*, *ring of protection +5*

Spellbook Ariakas' far-reaching resources have given him access to all 0-level to 3rd-level wizard spells from the *Player's Handbook* and *Dragonlance Campaign Setting*, plus his prepared spells, as well as the following: 4th—*black tentacles*, *detect scrying*, *divination*, *fear*, *fire shield*, *polymorph*, *stoneskin*, *wall of fire*; 5th—*contact other plane*, *dismissal*, *lesser planar binding*, *mind fog*, *overland flight*, *sending*, *waves of fatigue*; 6th—*chain lightning*, *contingency*, *disintegrate*, *greater dispel magic*, *guards and wards*, *planar binding*, *transformation*; 7th—*grasping hand*, *greater teleport*, *mass hold person*, *spell turning*; 8th—*incendiary cloud*.

Aura of Terror (Su) Creatures within 10 feet of Ariakas must make successful Will saves (DC 24) or become shaken. A creature that successfully saves is immune to his aura of terror for 24 hours.

Cosmic Understanding (Sp) Once per day, Ariakas may add a +15 insight bonus on any one ability check, skill check, attack roll, saving throw, or to his AC against a single attack. He automatically adds *commune* to his spellbook.

Demoralize (Ex) Ariakas gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If his check is successful, the target is shaken for 7 rounds.

Direct Troops (Su) As a full-round action, Ariakas can give compelling directions to all allies within 30 feet, bestowing a +2 competence bonus on either attacks or skill checks for 4 rounds.

Diviner (Ex) Ariakas may cast one additional divination spell of each spell level per day and gains a +2 bonus on his Spellcraft checks to learn new divination spells, much like a specialist in the school of divination. Ariakas's caster level is considered to be one level higher for the purposes of casting divination spells.

Motivate Troops (Ex) Ariakas can direct the actions of any nongood creatures of the dragon, giant, or humanoid type within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow Ariakas's orders gain a +3 morale bonus to attack rolls, damage rolls, and Will saves. This bonus also applies to any dragon mount Ariakas rides, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

Weapon Touch (Su) Ariakas can deliver touch spells through any melee weapon with a successful melee attack. The weapon deals its normal damage as well as delivering the effects of the spell on the target. He can cast a spell and discharge it through his weapon in the same round as a full round action, or hold the spell until the following round as part of a normal melee attack.

GARAIL KES-FILON

CR 17

Male civilized human vampire fighter 6/cleric 6 of Sargonnas/ wrathful avenger of Sargonnas 3

LE Medium undead (augmented humanoid)

Holy Orders of the Stars (wrathful avenger of Sargonnas prestige class)

Init +8; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common, Nerakese

AC 28, touch 15, flat-footed 24; **Dodge**

hp 100 (15 HD); fast healing 5; **DR** 10/silver and magic

Immune undead traits

Resist cold 10, electricity 10; turn resistance +4

Fort +13, **Ref** +11, **Will** +16

Spd 20 ft. (+3 *breastplate*); base 30 ft.

Melee* +2 *unholy greataxe* +18/+13/+8 (1d12+28/19-20/x3) or

Melee* slam +15 (1d6+14 plus energy drain)

* includes adjustments for a 6-point Power Attack

Base Atk +13; **Grp** +21

Atk Options Combat Reflexes, enemy of weakness, focused wrath, Power Attack

Special Actions blood drain, children of the night, dominate (DC 16), rebuke or command undead 7/day (+6, 2d6+10, CL 6th)

Combat Gear *potion of gaseous form*, *potion of invisibility*, *potion of speed*

Cleric Spells Prepared (CL 6th, +21 melee touch, +17 ranged touch)

3rd—*dispel magic*, *inflict serious wounds* (DC 17), *magic vestment* ^D, *prayer*

2nd—*bear's endurance*, *bull's strength*, *darkness*, *deseccate*, *spiritual weapon* ^D

1st—*bless*, *divine favor*, *doom* (DC 15), *inflict light wounds* (DC 15), *magic weapon* ^D

0—*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*

Wrathful Avenger Spells Prepared (CL 3rd, +21 melee touch, +17 ranged touch)

2nd—*align weapon* (lawful)

1st—*cure light wounds*, *protection from chaos*

^D Domain spell. **Domains** Fire, War

Spell-Like Abilities (CL 5th):

At will—*gaseous form*, *spider climb*

Abilities Str 26, Dex 18, Con —, Int 12, Wis 18, Cha 18

SQ alternate form, create spawn, mark of Sargonnas (+2 Str)

Feats Alertness, Combat Reflexes, Dodge, Improved Critical (greataxe), Improved Initiative^B, Iron Will, Leadership, Lightning Reflexes, Power Attack^B, Spell Focus (transmutation), Toughness, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Bluff +15, Climb +15, Concentration +5, Hide +12, Intimidate +17, Jump +11, Knowledge (religion) +6, Listen +14, Move Silently +12, Search +9, Sense Motive +12, Spellcraft +6, Spot +14, Swim +15

Possessions combat gear plus +3 *breastplate*, +2 *unholy greataxe*, *ring of protection +1*

Enemy of Weakness (Su) Against any opponent with fewer Hit Dice or character levels than his own, Garail deals 1d4 additional damage on any round that he uses the Power Attack feat. Only the first attack to deal damage in a round gains the additional bonus.

Focused Wrath (Ex) Once per battle, Garail may designate one opponent to be the target of his furious vengeance. The opponent must have already made an attack upon Garail or another individual with Sargonnas as his patron deity either immediately before or during the battle. This provocation need not have dealt damage. Garail adds a

morale bonus to his attack and damage rolls against the designated opponent equal to the number of attacks the opponent has made (and continues to make) upon Garail, up to a maximum of +3. Using this attack distracts Garail, and his AC and Reflex saves are penalized by the same amount against all attacks made by opponents other than the one he has designated with his focused wrath.

GORZAUG

CR 14

Female erinyes cleric 6 of Takhisis

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft.; *true seeing* (CL14); **Listen** +16, **Spot** +16.

Languages Common, Draconic, Infernal; telepathy 100 ft.

AC 28, touch 14, flat-footed 24; **Dodge**

hp 142 (15 HD); **DR** 5/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 20

Fort +16, **Ref** +13, **Will** +17

Spd 30 ft.; fly 50 ft. (good)

Melee +2 *unholy heavy mace* +21/+16/+11 (1d8+7) or

Ranged +1 *flaming composite longbow* +19/+14/+9 (1d8+6/x3 plus 1d6 fire) or

Ranged +1 *flaming composite longbow* +17/+17/+12/+7 (1d8+6/x3 plus 1d6 fire) with Rapid Shot

Base Atk +13; **Grp** +18

Special Actions entangle, rebuke or command undead 8/day (+5, 2d6+11)

Cleric Spells Prepared (CL 6th, +14 melee touch, +14 ranged touch)

3rd—*deeper darkness*, *dispel magic*, *inflict serious wounds* (DC 17), *magic circle against good*^D

2nd—*bull's strength*, *desecrate*^D, *inflict moderate wounds* (2) (DC 16), *silence*

1st—*bane*, *inflict light wounds* (2) (DC 15), *doom* (DC 15), *protection from good*^D

0—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds* (DC 14), *resistance*

^D: Domain spell. **Domain**: Evil, Law

Spell-Like Abilities (CL 12th):

At will—*greater teleport*, *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19)

1/day—*summon baatezu*

Abilities Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20

Feats Combat Reflexes, Dodge^B, Improved Initiative, Iron Will, Mobility^B, Point Blank Shot, Rapid Shot, Weapon Focus (heavy mace)

Skills Concentration +17, Diplomacy +17, Escape Artist +17, Hide +17, Knowledge (planes) +14, Knowledge (religion) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spellcraft +12, Spot +16, Survival +14 (+6 following tracks), Use Rope +5 (+7 with bindings)

Possessions +2 *chain shirt*, +2 *unholy heavy mace*, +1 *flaming composite longbow* (+5 Str)

GRAK

CR 15

Male fiendish troll barbarian 8

CE Large giant

Init +2; **Senses** darkvision 90 ft., low-light vision; **Listen** +14, **Spot** +8

Languages Giant

AC 22, touch 11, flat-footed 20; improved uncanny dodge, uncanny dodge

hp 162 (14 HD); regeneration 5; **DR** 10/magic

Resist cold 10, fire 10; **SR** 19

Fort +17, **Ref** +6, **Will** +11

Spd 40 ft.

Melee +1 *human bane greatsword* +21/+16/+11 (3d6+13/19-20) or

Melee +1 *human bane greatsword* +23/+18/+13 (3d6+15/19-20 plus 2d6) against humans or

Melee 2 claws +19 (1d6+8) and bite +14 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +24

Atk Options Power Attack, rend (2d6+12), smite good 1/day (+14 damage)

Special Actions rage 3/day (11 rounds)

Abilities Str 27, Dex 14, Con 23, Int 8, Wis 10, Cha 10

SQ scent, trap sense +2

Feats Alertness, Iron Will, Power Attack, Track, Weapon Focus (greatsword)

Skills Climb +13, Listen +14, Spot +8, Survival +9, Swim +13

Possessions +1 *hide armor*, +1 *human bane greatsword*, belt of *giant strength* +4

Age (Ex) When Grak rages, his statistics change as follows:

AC: 20, touch 9, flat-footed 18

hp 190

Fort +23, **Will** +2

Melee +1 *human bane greatsword* +23/+18/+13 (3d6+16/19-20) or

Melee +1 *human bane greatsword* +25/+20/+15 (3d6+18/19-20 plus 2d6) or

Melee 2 claws +21 (1d6+10) and bite +16 (1d6+6)

Skills Climb +15, Swim +15

Abilities Str 31, Con 27

THE INQUISITOR,

DARK ABBOT OF TAKHISIS

CR 17

Male civilized human cleric of Takhisis 12/inquisitor 5

LE Medium humanoid

War of the Lance(Disciplined feat)

Init +0; **Senses** Listen +6, **Spot** +6

Languages Abyssal, Common, Nerakese, Ogre

AC 26, touch 13, flat-footed 26; uncanny dodge

Immunity detect thoughts, discern lies (ring of mind shielding)

hp 113 (17 HD)

SR 13 (+2 *spell resistance full plate*)

Fort +18, **Ref** +9, **Will** +21

Spd 20 ft. (+2 *full plate*); base 30 ft.

Melee +3 *heavy mace* +16/+11/+6 (1d8+4)

Base Atk +12; **Grp** +13

Special Actions rebuke undead 6/day (+5, 2d6+18, CL 15th), spontaneous spellcasting (*inflict spells*)

Cleric Spells Prepared (CL 12th, CL 13th w/evil spells, +13 melee touch, +12 ranged touch)

6th—*geas/quest*^D (DC 21), *greater dispel magic*, *harm* (DC 20)

5th—*dispel good* (DC 19), *greater command*^D (DC 22), *flamestrike* (DC 19), *slay living* (DC 19)

4th—*dismissal* (DC 18), *divine power*, *divination*, *fear*^D (DC 18), *tongues*

3rd—*discern lies*^D (DC 17), *dispel magic*, *invisibility purge*, *locate object*, *prayer*, *speak with dead* (DC 17)

2nd—*augury*, *death knell*, *eagle's splendor*, *entrall*^D (DC 17), *hold person* (DC 19), *spiritual weapon*

1st—*bane* (DC 18), *command*^D (DC 18), *cure light wounds*, *death watch*, *detect good*, *doom* (DC 15), *protection from good*

0—*detect magic, detect poison, guidance, inflict minor wounds* (DC), *read magic, resistance*

^D domain spell; Domains Evil, Tyranny

Abilities Str 12, Dex 11, Con 15, Int 14, Wis 19, Cha 17

SQ erudite synergy, extreme focus 5/day, trap sense +2

Feats Alertness, Combat Casting, Disciplined^B, Great Fortitude, Investigator, Persuasive, Spell Focus (enchantment)

Skills Bluff +10, Concentration +14, Decipher Script +7, Diplomacy +21, Gather Information +29, Heal +9, Intimidate +12, Knowledge (local) +7, Knowledge (nobility) +7, Knowledge (religion) +8, Listen +6, Search +9, Sense Motive +14, Spellcasting +7, Spot +6, Use Magic Device +8 (+12 with scrolls)

Possessions +2 *spell resistance full plate*, +3 *heavy mace, amulet of natural armor* +3, *cloak of resistance* +4, *ring of protection* +3, *ring of mind shielding*

Extreme Focus (Ex) 5/day the Inquisitor can apply a +10 bonus to any Intelligence- or Wisdom-based check.

Erudite Synergy (Ex) The Inquisitor has such a depth of knowledge within the subjects of Knowledge (local) and Knowledge (nobility) that the synergy bonus to other related skills increases +2. This has already been factored into the skills above.

JORAS GELT

CR 14

Male civilized human fighter 14

LE Medium humanoid

Init +6; **Senses** Listen +1, Spot +1

Languages Common, Nerakese

AC 20, touch 12, flat-footed 18; **Dodge**

hp 121 (14 HD)

Fort +11, **Ref** +6, **Will** +5

Spd 20 ft. (+1 *breastplate*); base 30 ft.

Melee +2 *longsword* +18/+13/+8 (1d8+14/17-20)

*includes adjustments for a 4-point Power Attack

Base Atk +14; **Grp** +18

Atk Options Cleave, Improved Sunder, Power Attack

Abilities Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Feats Cleave^B, Dodge, Greater Weapon Focus (Longsword), Greater Weapon Specialization (longsword)^B, Improved Critical (longsword)^B, Improved Initiative^B, Improved Sunder^B, Lightning Reflexes, Mobility^B, Persuasive, Power Attack^B, Quick Draw, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Bluff +2, Handle Animal +7, Intimidate +12, Ride +10

Possessions +1 *breastplate*, +1 *light steel shield*, +2 *longsword*

LORD SOTH, KNIGHT OF THE BLACK ROSE

CR 22

Male death knight human fighter 7/rogue knight 10

LE Medium undead (augmented humanoid)

Age of Mortals (rogue knight prestige class)

Init +6; **Senses** darkvision 60 ft, *see invisible*; Listen +2, Spot +2

Aura fear aura (15 ft, 5 HD, Will DC 23)

Languages Common, Solamnic

AC 27, touch 11, flat-footed 26

hp 133 (17 HD); **DR** 10/magic

Immune turning, undead traits

Resist Honor-Bound

SR 27

Fort +12, **Ref** +7, **Will** +7

Spd 20 ft. (+3 *full plate*); base 30 ft.

Melee* +3 *greatsword* +18/+13/+8/+3 (2d6+33/17-20)

Melee touch +24 (1d8+5 plus 1 Con)

* includes adjustments for a 10-point Power Attack

Base Atk +17; **Grp** +24

Atk Options Cleave, desperate strike, Great Cleave, Mounted Combat, Power Attack, Ride-by Attack, Trample

Special Actions abyssal blast, summon mount

Spell-like Abilities (CL 17th)

1/day—*detect magic, dispel magic, power word (blind, kill, stun)*, *symbol (fear [DC 21] or pain [DC 20])*, *wall of ice*

Abilities Str 24, Dex 14, Con —, Int 10, Wis 15, Cha 20

SQ create skeletal warrior, dire providence, honor's price

Feats Cleave^B, Great Cleave^B, Honor-Bound^B, Improved Critical (greatsword), Improved Initiative, Leadership, Mounted Combat, Power Attack^B, Ride-by Attack, Trample, Weapon Focus (greatsword)^B

Skills Diplomacy +12, Intimidate +25, Knowledge (nobility) +10, Knowledge (religion) +5, Ride +18

Possessions +3 *full plate*, +3 *greatsword*

Abyssal Blast (Su) 1/day, 20 ft radius spread, range 1,080 ft, 17d6 fire damage (half of the damage is divine, not subject to reduction by resistance to fire etc.), Reflex DC 23 half.

Create Skeletal Warrior (Su) A death knight may transform a dead humanoid into a skeletal warrior completely under its control. The process takes one hour of uninterrupted concentration. Skeletal warriors created count against the death knight's total undead followers.

Desperate Strike (Ex) When the death knight is flanked by two or more opponents, he gains a +4d6 bonus to all damage rolls in melee combat for as long as he remains in flanked. This ability has no effect on undead, constructs, or other creatures with no discernable anatomy or who are immune to critical hits.

Dire Providence (Su) When a rogue knight takes damage which would reduce him to 0 hit points or fewer, he may make a Fortitude save (DC equals damage dealt) to halve the damage. NOTE: Lord Soth's other rogue knight abilities associated with dire providence are no longer in effect now he is an undead.

Fear Aura (Su) Creatures of less than 5 HD with 15 ft of the death knight must succeed at a DC 23 Will save or be affected as a fear spell cast by a 17th level wizard.

Honor's Price (Ex) The rogue knight suffers a –10 penalty to Charisma-based checks (except for Intimidation) whenever he deals with his former brotherhood or other Orders with a lawful code. He gains a +10 bonus to Charisma-based checks when dealing with the underworld, criminals or other dishonorable individuals.

Summon Mount (Su) Once per day, as a full round action, the death knight may summon a nightmare (see *Monster Manual* p. 194). The mount immediately appears adjacent to the death knight and remains for 34 hours or until dismissed (which is a free action). Each time the mount is summoned, it appears in full health regardless of damage it may have taken previously. If the mount is slain, it immediately disappears, leaving behind any equipment it was carrying. The death knight may knot summon another nightmare for thirty days after the former mount dies.

Undead Followers (Su) A death knight attracts lesser undead creatures that happen to exist within a 200-mile radius. It may have up to 34 HD of undead followers at any one time.

LUCIEN OF TAKAR, BLACK DRAGON HIGHLORD

CR 17

Male half-ogre fighter 14/dragon Highlord 2

CE Medium humanoid (half-ogre)

War of the Lance (dragon highlord prestige class, Quick-Thinking feat)

Init +7; **Senses** low-light vision; Listen +8, Spot +10

Languages Common, Nerakese, Ogre

AC 23, touch 11, flat-footed 22

hp 112 (16 HD)

Resist acid 30 (armor)

Fort +12, **Ref** +5, **Will** +8 (+16 against dragonfear)

Spd 20 ft. (+2 *dragonarmor of greater acid resistance*); base 30 ft.

Melee Ice Razor +23/+18/+13/+8 (1d8+8/17-20 plus 1d6 cold)

Melee unarmed strike +20 (1d3+4)

Base Atk +16; **Grp** +24

Atk Options Combat Expertise, demoralize (1 round), Improved Disarm, Improved Unarmed Strike, Mounted Combat, Ride-by Attack, Spirited Charge

Special Actions motivate troops

Combat Gear *potion of cure moderate wounds* (4)

Abilities Str 19, Dex 12, Con 11, Int 13, Wis 12, Cha 15

Feats Alertness, Combat Expertise^B, Improved Disarm^B, Improved Grapple, Improved Initiative, Improved Resist Dragonfear^B, Improved Unarmed Strike^B, Leadership, Mounted Combat^B, Quick-Thinking, Resist Dragonfear, Ride-by Attack^B, Spirited Charge^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Handle Animal +7, Intimidate +21, Jump* +8, Listen +8, Ride +22, Spot +10

*Includes a -2 ACP for dragonarmor

Possessions combat gear plus +2 *dragonarmor of greater acid resistance*, +1 heavy steel shield, +2 frost keen longsword (Ice Razor), *amulet of natural armor* +2, *ring of feather falling*, *horn of evil*

Dark Queen's Courage (Ex) The dragon highlord gains the Improved Resist Dragonfear feat for free, even if he does not meet the prerequisites.

Demoralize (Ex) Lucien gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If his check is successful, the target is shaken for 3 rounds.

Motivate Troops (Ex) Lucien can direct the actions of any nongood creatures of the dragon, giant, or humanoid type within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow Lucien's orders gain a +2 morale bonus to attack rolls, damage rolls, and Will saves. This bonus also applies to any dragon mount Lucien rides, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

LUTE THE PAWNBROKER

CR 13

Male civilized human master (professional) 13

N Medium humanoid

War of the Lance (master class; Haggle, Lucky, Sharp-Eyed, Street Smart, Trustworthy feats)

Init +4; **Senses** Listen +12, Spot +12

Languages Abanasinian, Common, Draconic, Dwarven, Elven, Kender, Nerakese, Ogre

AC 16, touch 14, flat-footed 16

hp 61 (13 HD)

Fort +6, **Ref** +5, **Will** +11

Spd 30 ft.

Melee +1 dagger +9/+4 (1d4/19-20)

Base Atk +9; **Grp** +8

Special Actions bluster

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 20

SQ knack (fast talk, bluster), primary focus (professional), secondary focus (performer), skill mastery

Feats Alertness^B, Diligent^B, Haggle, Improved Initiative, Lucky^B, Sharp-Eyed, Skill Focus (bluff)^B, Skill Focus (diplomacy)^B, Street Smart, Trustworthy

Skills Appraise +15, Balance +7, Bluff +22, Decipher Script +3, Diplomacy +22, Gather Information +19, Handle Animal +10, Heal +12, Intimidate +7, Jump +1, Knowledge (local) +11, Knowledge (history) +5, Knowledge (nature) +6, Knowledge (nobility) +4, Listen +12, Perform (acting) +17, Profession (pawnbroker) +14, Ride +3, Search +3, Sense Motive +12, Speak Language (Abanasinian, Draconic, Elven, Dwarven, Kenderspeak), Spot +12, Survival +4 (+6 above ground), Tumble +5

Possessions *bracers of armor* +2, +1 dagger, *amulet of natural armor* +2, *ring of protection* +2, *cloak of Charisma* +2

Bluster (Ex) Lute can make a Bluff check (opposed by Sense Motive). If the check succeeds, they suffer a -4 penalty on attack rolls, ability checks, skill checks, and saves for a number of rounds equal to their Charisma modifier (if positive). This is a mind-affecting ability.

Fast Talk (Ex) Lute can gain a +6 competence bonus on all Bluff, Diplomacy or Disguise checks made to lie or cheat.

Skill Mastery (Ex) Lute can take 10 on Appraise, Bluff, Diplomacy and Sense Motive skill checks, even if stress or distraction would normally prevent him from doing so.

MAAYA FROSTFELL

CR 15

Female civilized noble 5/fighter 5/ranger 5

CG Medium humanoid

Init +8; **Senses** Listen +9, Spot +9

Languages Common, Kharolian

AC 23, touch 17, flat-footed 19

hp 87 (15 HD)

Fort +12, **Ref** +17, **Will** +9

Spd 30 ft.

Melee +3 longsword +19/+14/+9 (1d8+5/19-20) or

Melee +2 handaxe +17/+12/+7 (1d6+4/x3) or

Melee +3 longsword +17/+12/+7 (1d8+5/19-20) and +2 handaxe +15 (1d6+4/x3) with Two-Weapon Fighting

Base Atk +13; **Grp** +15

Atk Options Cleave, Defensive Cleave, combat style (two-weapon), favored enemy (dragons +4, goblins +2), Power Attack

Special Actions inspire confidence 2/day

Combat Gear *potion of cure moderate wounds* (2), *potion of cat's grace* (2)

Ranger Spells Prepared (CL 2nd, +15 melee touch, +17 ranged touch)

1st—*alarm*, *animal messenger*

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 16

SQ bonus class skill (Survival), coordinate +1, favor +2, wild empathy

Feats Cleave, Defensive Cleave, Endurance^B, Improved Critical (longsword)^B, Improved Initiative, Lightning Reflexes, Negotiator^B, Leadership, Persuasive, Power Attack^B, Track^B, Two-Weapon Fighting^B, Weapon Focus (longsword)

Skills Bluff +13, Climb +7, Diplomacy +13, Gather Information +11, Hide +9, Intimidate +13, Listen +9, Move Silently +9, Ride +9, Sense Motive +11, Spot +9, Survival +5, Swim +7

Possessions combat gear plus +3 *studded leather*, +3 *longsword*, +2 *handaxe*, *cloak of protection* +2, *ring of protection* +3

MAELSTROM

CR 9

Male nomadic human barbarian 9

CG Medium humanoid

Init +4; **Senses** Listen +7, Spot +4

Languages Common, Nerakese

AC 20, touch 15, flat-footed 16; improved uncanny dodge, uncanny dodge

hp 93 (9 HD); **DR** 1/-

Fort +8, **Ref** +6, **Will** +6

Spd 40 ft (fast movement); base 30 ft.

Melee +2 *short sword* +15/+10 (1d6+3/19-20)

Base Atk +9; **Grp** +10

Atk Options rage 3/day (7 rounds)

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 15, Cha 8

SQ trap sense +3

Feats Athletic^B, Iron Will, Stealthy, Track, Weapon Finesse

Skills Climb +8, Diplomacy +2, Handle Animal +5, Hide +8, Intimidate +5, Jump +7, Knowledge (local) +2, Knowledge (nature) +2, Listen +7, Move Silently +6, Sense Motive +5, Spot +4, Survival +8, Swim +3

Possessions +1 *leather armor*, +2 *short sword*, *ring of protection* +1, *amulet of natural armor* +2

Rage (Ex) Once the he enters into a rage his statistics change as follows:

hp 111

AC 18, touch 13, flat-footed 14

Fort +10, **Will** +8

Melee +2 *short sword* +15/+10 (1d6+5/19-20)

Abilities Str 16, Con 18

Skills Climb +10, Jump +9

PATINA, THE EMPEROR'S SECRET

CR 15

Brass dragonflesh golem

NE Large construct

Monster Manual II (dragonflesh golem)

Init +0; **Senses** blindsense 150 ft; Listen +20, Spot +20

Aura frightful presence (30 ft, 30 HD, Will DC 28 or shaken for 5d6 rounds)

Languages Common, Draconic

AC 23, touch 9, flat-footed 23

hp 191 (30 HD); **DR** 15/adamantine

Immune construct traits, magic immunity

Fort +10, **Ref** +10, **Will** +13

Spd 40 ft. (can't run); fly 120 ft. (poor); Hover, Wingover

Melee bite +24 (2d6+6) and 2 claws +22 (1d8+3) and 2 wings +22 (1d6+3) and tail slap +22 (1d8+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +19; **Grp** +29

Atk Options Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack

Abilities Str 22, Dex 11, Con —, Int 4, Wis 17, Cha 17

Feats Alertness, Cleave, Great Cleave, Hover, Improved Bull Rush, Improved Overrun, Improved Sunder, Multiattack, Power Attack, Toughness, Wingover

Skills Listen +20, Spot +20

Magic Immunity (Ex) A dragonflesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. Fire and cold-based effects slow the monster (as the *slow* spell) for 2d6 rounds, with no save. An electricity

effect break any *slow* effect on the drole and heals it by 1 hit point per 3 points of electricity damage it would have otherwise taken.

SALAH-KHAN, GREEN DRAGON HIGHLORD

CR 17

Male nomadic human ranger 5/assassin 10/dragon highlord 2

LE Medium humanoid

Init +2; **Senses** Listen +10, Spot +0

War of the Lance (assassin variant prestige class, dragon highlord)

Languages Common, Khur, Nerakese, Ogre

AC 21, touch 15, flat-footed 17; uncanny dodge, improved uncanny dodge

hp 80 (17 HD)

Fort +11 (+16 against poison), **Ref** +13, **Will** +6 (+14 against dragonfear)

Spd 40 ft.

Melee +2 *wounding scimitar* +21/+16+11 (1d6+6/15-20 plus 1 Con)

Melee +2 *wounding kukri* +20/+15/+10 (1d4+6/18-20 plus 1 Con)

Base Atk +14; **Grp** +18

Atk Options Combat Expertise, Improved Feint, death attack (DC 22), demoralize (1 round), favored enemy (humans +4, elves +2), sneak attack +5d6

Special Actions motivate troops

Abilities Str 19, Dex 15, Con 12, Int 14, Wis 10, Cha 14

SQ animal companion (hawk), combat style (two-weapon fighting), Dark Queen's courage, hide in plain sight, poison use, wild empathy +9 (+4 magical beasts)

Feats Combat Expertise, Endurance^B, Improved Critical (scimitar), Improved Feint, Improved Resist Dragonfear^B, Leadership, Resist Dragonfear, Stealthy^B, Track^B, Two-Weapon Fighting^B, Weapon Focus (scimitar)

Skills Bluff +17, Disguise +19 (+2 acting), Hide* +18, Intimidate +14, Knowledge (geography) +9, Knowledge (nature) +9, Listen +10, Move Silently*^T +25, Ride +10, Search +17, Survival +18 (+20 avoid getting lost and aboveground or follow tracks), Swim* +8

* Includes armor check penalty; ^T includes bonus from *silent moves dragonarmor*

Possessions +2 *dragonarmor of silent moves*, +2 *wounding scimitar*, +2 *wounding kukri*, *ring of free action*, *ring of protection* +3, poison jars (any three of the injury delivered poisons from the *Dungeon Master's Guide*, as needed)

Dark Queen's Courage (Ex) The dragon highlord gains the Improved Resist Dragonfear feat for free, even if he does not meet the prerequisites.

Demoralize (Ex) Salah-Khan gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If his check is successful, the target is shaken for 3 rounds.

Motivate Troops (Ex) Salah-Khan can direct the actions of any nongood creatures of the dragon, giant, or humanoid type within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow Salah-Khan orders gain a +2 morale bonus to attack rolls, damage rolls, and Will saves. This bonus also applies to any dragon mount Salah-Khan rides, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

Skill Mastery (Ex) Salah-Khan can take 10 on the Bluff, Hide, Listen, Move Silently and Search skill checks, even if stress and distractions would normally prevent him from doing so.

HAWK COMPANION

CR -

N Tiny animal

Init +3; **Senses** low-light vision; **Listen** +2, **Spot** +14

AC 17, touch 15, flat-footed 14

hp 4 (1 HD)

Fort +2, **Ref** +5, **Will** +2

Spd 10 ft, fly 60 ft (average)

Melee talons +5 (1d4-2)

Space 2-1/2 ft; **Reach** 0 ft

Base Atk +0; **Grp** -10

Abilities Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Feats Weapon Finesse

Skills Listen +2, Spot +10

TALENT ORREN

CR 12

Male civilized human fighter 12

LG Medium humanoid

Init +8; **Senses** Listen +6, Spot +6

Languages Common, Ergot, Nerakese

AC 17, touch 16, flat-footed 13

hp 95 (12 HD)

Fort +10, **Ref** +8, **Will** +6

Spd 30 ft.

Melee +2 rapier +19/+14/+9 (1d6+7/18-20)

Ranged mwk longbow +17/+12/+7 (1d8/x3)

Base Atk +12; **Grp** +15

Atk Options Cleave, Great Cleave, Improved Bull Rush, Point Blank Shot, Power Attack, Precise Shot

Abilities Str 16, Dex 19, Con 14, Int 13, Wis 14, Cha 12

Feats Alertness^B, Blind-Fight, Cleave^B, Great Cleave^B, Greater Weapon Focus (rapier)^B, Improved Bull Rush, Improved Initiative, Point Blank Shot^B, Power Attack^B, Precise Shot, Stealthy, Weapon Focus (rapier)^B, Weapon Specialization (rapier)^B

Skills Bluff +4, Diplomacy +4, Gather Information +3, Hide +23, Intimidate +11, Knowledge (local) +5, Listen +6, Move Silently +8, Ride +6, Sense Motive +5, Spot +6, Survival +4

Possessions +1 greater shadow leather armor, +2 rapier, ring of protection +1, ring of freedom of movement, mwk longbow and quiver of 20 arrows

Minions, Monsters, and Minor Characters

ADVANCED FIENDISH GELATINOUS CUBE CR 10

NE Huge ooze

Init -1; **Senses** blindsight 60 ft; **Listen** -5, **Spot** -5

AC 8, touch 1, flat-footed 13

hp 371 (24 HD)

Immune blind; ooze traits

Resist cold 5, fire 5; **SR** 25

Fort +18, **Ref** +3, **Will** +3

Spd 15 ft.

Melee slam +19 (1d8+6 plus 1d8 acid plus paralysis)

Space 20 ft.; **Reach** 15 ft.

Base Atk +17; **Grp** +41

Atk Options acid, smite good 1/day (+20 damage)

Special Actions engulf (Large or smaller, DC 21 negates)

Abilities Str 23, Dex 1, Con 30, Int 3, Wis 1, Cha 1

SQ transparent

Feats Ability Focus (engulf), Improved Armor, Improved Natural Attack (acid), Improved Initiative, Skill Focus (hide), Stealthy

Skills Hide +2, Move Silently +7

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex) A gelatinous cube is hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

ADVANCED GIANT CROCODILES

CR 6

N Huge animal

Init +1; **Senses** low-light vision; **Listen** +6, **Spot** +6

AC 17, touch 9, flat-footed 16

hp 59 (13 HD)

Resist Diehard

Fort +8, **Ref** +9, **Will** +5

Spd 20 ft.; swim 30 ft.

Melee bite +15 (2d8+12) and tail slap +10 (1d12+12)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +25

Attack Options improved grab (bite)

Abilities Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 1

SQ hold breath

Feats Alertness, Diehard, Endurance, Improved Natural Armor, Skill Focus (hide)

Skills Hide -4*, **Listen** +6, **Spot** +6, **Swim** +18

Skills *A crocodile has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile has a +4 racial bonus on Hide checks when in water. Further, a crocodile can lie in water with only its nostrils and eyes showing, gaining a +10 cover bonus on Hide checks.

ADVANCED OTYUGH

CR 15

N Huge aberration

Init +3; **Senses** scent; **Listen** +9, **Spot** +9

AC 19, touch 7, flat-footed 20

hp 115 (15 HD)

Fort +10, **Ref** +4, **Will** +10

Spd 20 ft.

Melee 2 tentacles +14 (1d8+4) and bite +11 (1d6+2 plus disease)

Space 15 ft.; **Reach** 15 ft.

Base Atk +11; **Grp** +23

Atk Options improved grab (tentacle)

Special Actions constrict (1d8+4)

Abilities Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6

Feats Alertness, Great Fortitude, Improved Initiative, Multiattack, Toughness, Weapon Focus (tentacle)

Skills Hide -3*, **Listen** +9, **Spot** +9

Disease (Ex) Filth Fever—bite, Fort DC 20, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con

Skills *An otyugh has a +8 racial bonus to Hide checks when in its lair.

AGHAR BANDITS

CR 6

Male or female gully dwarf rogue 3/fighter 3

CN Small humanoid

Init +7; **Senses** Listen +4, Spot +3

Languages Common, Gullytalk

AC 17, touch 14, flat-footed 14; **Dodge**

hp 47 (6 HD)

Fort +7 (+9 against disease and poison), **Ref** +7, **Will** +2 (-2 against fear); evasion

Weakness -4 to resist Intimidation

Spd 20 ft.

Melee mwk short sword +8 (1d4+1/19-20)

Base Atk +5; **Grp** +2

Attack Options sneak attack +2d6

Abilities Str 13, Dex 17, Con 17, Int 8, Wis 10, Cha 9

SQ trapfinding, trap sense +1

Feats Acrobatic, Agile, Dodge^B, Improved Initiative^B, Stealthy

Skills Balance +8, Climb +4, Escape Artist +10, Diplomacy +1 (+5 to not harm), Hide +15, Intimidate +2, Jump +7, Listen +4, Move Silently +9, Search +1, Spot +3, Survival +2, Tumble +8, Use Rope +3 (+5 with bindings)

Possessions leather armor, mwk light wooden shield, mwk short swords (2)

BEARERS

CR I

Male civilized or nomadic human commoner 2

Init +0; **Senses** Listen +1, Spot +1

Languages Common, Nerakese

AC 10, touch 10, flat-footed 10

hp 14 (2 HD)

Fort +1, **Ref** +0, **Will** +0

Spd 30 ft.

Melee unarmed strike +0 (1d3+1)

Base Atk +0; **Grp** +1

Abilities Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Feats Endurance^B, Toughness

Skills Climb +2, Handle Animal +4, Listen +1, Profession (porter) +2, Ride +2, Spot +1

BLACK GUARD ELITE BOZAK

CR 9

Male bozak draconian fighter 3/sorcerer 1

NE Medium dragon

Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +6, Spot +8

Languages Common

AC 29, touch 10, flat-footed 28

Immunity disease, sleep, paralysis

hp 71 (8 HD)

SR 17

Fort +9, **Ref** +5, **Will** +8

Spd 20 ft. (mwk full plate); base 30 ft.; glide, Run

Melee 2 claws +10 (1d4+3) and bite +5 (1d4+1) or

Melee +1 keen longsword +11/+6 (1d8+4/17-20) and bite +5 (1d4+1)

Base Atk +7; **Grp** +10

Attack Options Cleave, death throes (10-ft radius, 1d6, Reflex DC 16 negates), Power Attack

Sorcerer Spells Known (CL 5th, CL 7th to overcome SR)

2nd—(4/day) *detect thoughts* (DC 14), *scorching ray*

1st—(7/day) *magic missile*, *obscuring mist*, *shocking grasp*, *true strike*

0—(6/day) *detect magic*, *detect poison*, *mage hand*, *mending*, *read magic*, *resistance*

Abilities Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 15

SQ inspired by dragons, low metabolism

Feats Alertness, Cleave^B, Magical Aptitude, Power Attack^B, Run^B, Spell Penetration

Skills Bluff +9, Concentration +10, Diplomacy +11, Intimidate +10, Knowledge (arcana) +9, Listen +6, Spellcraft +10, Spot +8, Use Magic Device +4 (+6 with scrolls)

Possessions mwk full plate, mwk light wooden shield, +1 keen longsword

BLUE DRAGON RIDER

CR II

Male civilized human fighter 10/dragon rider 1

LE Medium humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Nerakese

AC 21, touch 12, flat-footed 20

hp 85 (11 HD)

Fort +10, **Ref** +6, **Will** +2 (+6 against dragonfear)

Spd 30 ft.

Melee +1 scimitar +16/+11 (1d6+5/18-20)

Melee mwk lance +15 (1d8+4/x3)

Base Atk +10; **Grp** +14

Attack Options Cleave, Great Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge

Abilities Str 18, Dex 12, Con 13, Int 10, Wis 8, Cha 14

SQ dragon cohort, mounted attack

Feats Animal Affinity^B, Cleave^B, Great Cleave^B, Improved Sunder^B, Leadership, Mounted Combat^B, Power Attack^B, Resist Dragonfear, Ride-by Attack, Spirited Charge^B, Weapon Focus (scimitar)

Skills Balance +5*, Climb* +4, Handle Animal +17, Intimidate +5, Jump* +4, Listen +1, Ride +18, Spot +1
* includes armor check penalty

Possessions +2 dragonarmor, +1 heavy steel shield, +1 scimitar, mwk lance, ring of protection +1

BLUE DRAGON SCOUT

CR II

Male young adult blue dragon

LE Large dragon (earth)

Init +0; **Senses** blindsense 60 ft, darkvision 120 ft, low-light vision, keen senses; Listen +23, Spot +23

Aura frightful presence (150 ft, 17 HD or fewer, Will DC 21 negates)

Languages Common, Draconic, Nerakese, Ogre

AC 26, touch 9, flat-footed 26

hp 189 (18 HD); **DR** 5/magic

Immune sleep, paralysis, electricity

SR 19

Fort +15, **Ref** +11, **Will** +13

Spd 40 ft.; burrow 20 ft.; fly 150 ft. (poor); Hover, Wingover

Melee bite +23 (2d6+6) and 2 claws +19 (1d8+3) and 2 wings +18 (1d6+3) and tail slap +18 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +18; **Grp** +28

Atk Options Cleave, Flyby Attack, Power Attack, Snatch

Special Actions breath weapon (80 ft line, 10d8 electricity damage, DC 23 for half, useable every 1d4 rounds)

Sorcerer Spells Known (CL 3rd)

1st—(6/day) *grease* (DC 13), *shield*, *ventriloquism*

0—(6/day) *daze* (DC 12), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 12)

Spell-Like Abilities (CL 5th)

3/day—*create/destroy water*

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

SQ sound imitation

Feats Cleave, Flyby Attack, Hover, Power Attack, Snatch, Weapon Focus (claw), Wingover

Skills Bluff +12, Concentration +14, Diplomacy +16, Escape Artist +10, Hide +6, Intimidate +14, Knowledge (arcana) +13 (+15 with scrolls), Listen +23, Search +23, Sense Motive +12, Spellcraft +14, Spot +23, Survival +4 (+6 with tracks), Use Magic Device +12 (+14 with scrolls)

BLUE WATCH ELITE SIVAK

CR 9

Male sivak draconian fighter 3

LE Large dragon

Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +10

Languages Common, Nerakese

AC 23, touch 11, flat-footed 21

hp 87 (9 HD)

Immune disease, paralysis, sleep

SR 19

Fort +11, **Ref** +8, **Will** +8

Speed 20 ft.; fly 40 ft. (poor) (+1 *half-plate*); base 30 ft.; fly 60 ft.

Melee +1 *shock greatsword* +15/+10 (3d6+8/19-20 plus 1d6 electricity) and tail +11 (2d4+2 plus trip) or

Melee 2 claws each +13 (1d6+5) and tail +11 (2d4+7 plus trip)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +18

Atk Options Improved Sunder, Power Attack, trip (tail only)

Special Actions death throes (take form of killer), shapeshift

Abilities Str 21, Dex 14, Con 16, Int 10, Wis 14, Cha 8

SQ draconian traits, inspired by dragons, low metabolism

Feats Improved Initiative^B, Improved Sunder, Multiattack, Power Attack, Quick-Thinking, Run^B, Weapon Focus (greatsword)^B

Skills Bluff +8, Disguise +4 (+6 in character), Gather Information +4, Intimidate +12, Jump +8*, Listen +11, Spot +10

* includes armor check penalty

Possessions +1 *half-plate*, +1 *shock greatsword*

BOZAK GUARDS

CR 8

Male bozak draconian fighter 3

NE Medium dragon

Init +0; **Senses** darkvision 60 ft, low-light vision; Listen +6, Spot +8

Languages Common

AC 22, touch 10, flat-footed 22

hp 53 (7 HD)

Immune disease, *sleep*, paralysis

SR 17

Fort +9, **Ref** +5, **Will** +6

Spd 30 ft.; glide, Run

Melee 2 claws +10 (1d4+3) and bite +5 (1d4+1) or

Melee +1 *longsword* +11/+6 (1d8+4/19-20) and bite +5 (1d4+1)

Base Atk +7; **Grp** +10

Attack Options Cleave, death throes (10-ft radius, 1d6, Reflex DC 16 negates), Power Attack

Sorcerer Spells Known (CL 4th; CL 6th to overcome SR; +10 melee touch, +7 ranged touch)

2nd—(4/day) *scorching ray*

1st—(7/day) *magic missile*, *obscuring mist*, *shocking grasp*

0—(6/day) *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

Abilities Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 15

SQ inspired by dragons, low metabolism

Feats Alertness, Cleave^B, Magical Aptitude, Power Attack^B, Run^B, Spell Penetration

Skills Bluff +9, Concentration +9, Diplomacy +11, Intimidate +10, Knowledge (arcana) +9, Listen +6, Spellcraft +9, Spot +8, Use Magic Device +4 (+6 with scrolls)

Possessions studded leather armor, light wooden shield, +1 *longsword*

DARK PILGRIM

CR 9

Male and female civilized human cleric 9 of Takhisis

LE Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Infernal, Nerakese

AC 17, touch 9, flat-footed 17

hp 40 (9 HD)

Fort +6, **Ref** +4, **Will** +9

Spd 20 ft. (+1 *scale mail*); base 30 ft.

Melee +1 *heavy mace* +8/+3 (1d8+2) or

Melee mwk dagger +8/+3 (1d4+1/19-20) or

Ranged mwk dagger +6 (1d4+1/19-20)

Base Atk +6; **Grp** +6

Atk Options Combat Expertise, Improved Feint, Quick Draw

Special Actions rebuke undead 5/day (+4, 2d6+11, 9th), spontaneous casting (*inflict* spells)

Combat Gear *pearl of power* (2nd level)

Cleric Spells Prepared (CL 9th, +7 melee touch, +5 ranged touch)

5th—*greater command* (DC 18), *dispel good*^{DE} (DC 18)

4th—*confusion*^D (DC 17), *divine power*, *unholy blight*^E (DC 17; CL 10th)

3rd—*blindness/deafness* (DC 16), *dispel magic*, *helping hand*, *magic circle against good*^{DE} (CL 10th), *prayer*

2nd—*darkness*, *death knell*^E (DC 15; CL 10th), *delay poison*, *enthrall* (DC 15), *invisibility*^D, *summon monster II*

1st—*bane* (DC 14), *command* (DC 14), *cure light wounds*, *disguise self*^D, *entropic shield*, *protection from good*^E (CL 10th)

0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *virtue*

^D Domain spell. ^E Evil spell. **Domains** Evil, Trickery

Abilities Str 12, Dex 9, Con 10, Int 13, Wis 16, Cha 14

Feats Combat Expertise, Improved Feint, Lightning Reflexes, Persuasive^E, Quick Draw

Skills Bluff +16, Concentration +12, Diplomacy +4, Disguise +10 (+12 in character), Intimidate +6, Knowledge (religion) +13, Knowledge (the planes) +7

Possessions combat gear plus +1 *scale mail*, +1 *heavy steel shield*, +1 *heavy mace*, *medallion of faith* (Takhisis), mwk dagger

DISTRICT GUARD

CR 8

Male or female civilized human fighter 8

LE Medium humanoid

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Nerakese, Ogre

AC 18, touch 9, flat-footed 18

hp 62 (8 HD)

Fort +8, **Ref** +1, **Will** +2

Spd 20 ft. (+1 *chainmail*); base 30 ft.

Melee +1 *longsword* +12/+7 (1d8+3/19-20)

Base Atk +8; **Grp** +10

Atk Options Combat Reflexes, Cleave, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge

Abilities Str 14, Dex 8, Con 15, Int 13, Wis 10, Cha 12

Feats Cleave, Combat Reflexes, Endurance^B, Improved Initiative^B, Mounted Combat^B, Power Attack^B, Ride-by Attack^B, Spirited Charge^B, Weapon Focus (longsword)

Skills Climb +8, Handle Animal +9, Intimidate +7, Jump +8, Listen +1, Ride +10, Search +2, Sense Motive +2, Spot +1

Possessions +1 *chainmail*, +1 *heavy steel shield*, +1 *longsword*

DRACONIAN DRAGONARMY OFFICER**CR 8****Male sivak draconian fighter 2**

NE Large dragon

Init +4; **Senses** darkvision 60 ft, low-light vision; **Listen** +12, **Spot** +3**Languages** Common, Draconic, Nerakese**AC** 24, touch 9, flat-footed 25**Immune** disease, *sleep*, paralysis**SR** 18**hp** 71 (8 HD)**Fort** +7, **Ref** +5, **Will** +6**Spd** 20 ft.; fly 40 ft (poor) (+1 *half-plate*); base 30 ft.; **Run****Melee** 2 claws +11 (1d6+4) and tail +6 (2d4+2) or**Melee** +1 *longsword* +12/+7 (1d8+5 /19-20) and bite +6 (1d8+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +16**Attack Options** Cleave, death throes (take form of killer), Power Attack, trip**Abilities** Str 19, Dex 10, Con 12, Int 12, Wis 13, Cha 14**SQ** blend, inspired by dragons, low metabolism**Feats** Alertness, Cleave^B, Improved Initiative, Power Attack^B, Run^B, Stealthy**Skills** Bluff +11, Climb +13, Diplomacy +9, Gather Information +11, Hide -2, Intimidate +10, Jump +12, Listen +12, Move Silently +2, Spot +3**Possessions** +1 *heavy steel shield*, +1 *half-plate*, +1 *longsword***Death Throe (Su)** Change shape into killer's image, lasts for 3 days. If killer non-humanoid or bigger than Large, bursts into flames dealing 2d4 points of fire damage in 10 ft radius, Reflex DC 16.**Shapeshift (Su)** Assume the form of a Large or smaller creature that it has just killed. This is a standard action and must be done within 1 round of the kill. Remains in that form until adopts a new form or reverts to true form.**Trip (Ex)** If hits with tail attack can attempt to trip as free action, without making touch attack or provoking attack of opportunity. If the attempt fails, cannot be tripped in return.**DRAGONARMY BAAZ****CR 6****Male baaz draconian fighter 4**

NE Medium dragon

Init +1; **Senses** darkvision 60 ft, low-light vision; **Listen** +5, **Spot** +5**Languages** Common**AC** 18, touch 11, flat-footed 17**hp** 60 (6 HD)**SR** 12**Immune** disease, paralysis, *sleep***Fort** +8, **Ref** +4, **Will** +3**Spd** 30 ft; glide, **Run****Melee** +1 *short sword* +9/+4 (1d6+4/19-20) and bite +2 (1d4) or 2 claws +7 (1d4+1) and bite +2 (1d4)**Base Atk** +6; **Grp** +7**Atk Options** death throes, Power Attack**Abilities** Str 13, Dex 12, Con 12, Int 6, Wis 8, Cha 15**SQ** inspired by dragons, low metabolism**Feats** Alertness, Improved Initiative^B, Power Attack, Run^B, Stealthy, Weapon Focus (short sword)^B, Weapon Specialization (short sword)^B**Skills** Bluff +6, Disguise +6, Hide +3, Intimidate +10, Listen +5, Move Silently +3, Spot +5**Possessions** +1 *studded leather armor*, mwk light wooden shield, +1 *short sword***Death Throe (Su)** Petrifies to stone on death. Slashing or piercing weapons make Reflex save DC 12 or be trapped for 1d4 minutes.**DRAGONARMY BOZAK****CR 8****Male bozak draconian fighter 3**

LE Medium dragon

Init +5; **Senses** darkvision 60 ft., low-light vision; **Listen** +12, **Spot** +12**Languages** Common, Nerakese**AC** 25, touch 11, flat-footed 23**hp** 58 (7 HD)**Immune** disease, paralysis, *sleep***SR** 17**Fort** +9, **Ref** +6, **Will** +8**Spd** 20 ft. (breastplate); base 30 ft.**Melee** +1 *longsword* +11/+6 (1d8+3/19-20) and bite +4 (1d4+1) or**Melee** 2 claws +9 (1d4+2) and bite +4 (1d4+1)**Base Atk** +7; **Grp** +9**Special Actions** death throes (10 ft. radius, 1d6, Reflex save DC 14 for half)**Combat Gear** *potion of bull's strength* (2)**Sorcerer Spells Known** (CL 4th, +9 melee touch, +8 ranged touch)2nd—*invisibility* (DC 14)1st—*burning hands* (DC 13), *magic missile*, *protection from good* (DC 13), *sleep* (DC 13)0—*detect magic*, *acid splash*, *flare* (D12), *light*, *resistance* (DC 12), *touch of fatigue* (DC 12)**Abilities** Str 15, Dex 13, Con 14, Int 12, Wis 13, Cha 12**SQ** inspired by dragons, low metabolism**Feats** Combat Reflexes^B, Improved Initiative^B, Iron Will^B, Run^B, Weapon Focus (longsword)^B**Skills** Climb +8, Concentration +13, Diplomacy +6, Intimidate +12, Jump +5, Listen +12, Spot +12**Possessions** +1 *breastplate*, +1 *longsword***DRAGONARMY GOBLINS****CR 6****Male goblin fighter 6**

LE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft; **Listen** +1, **Spot** +1**Languages** Goblin**AC** 17, touch 11, flat-footed 16**hp** 51 (6 HD)**Fort** +7, **Ref** +2, **Will** +3**Spd** 30 ft.**Melee** mwk short sword +9/+4 (1d6+3/19-20)**Ranged** mwk light crossbow +8/+3 (1d6/19-20)**Base Atk** +6; **Grp** +3**Atk Options** Combat Reflexes**Abilities** Str 12, Dex 10, Con 15, Int 10, Wis 12, Cha 11**Feats** Combat Reflexes^B, Endurance, Improved Initiative^B, Rapid Reload^B, Stealthy, Weapon Focus (short sword)^B, Weapon Specialization (short sword)**Skills** Climb +8*, Hide +6*, Jump +8*, Move Silently +6*, Ride +4

* includes armor check penalty

Possessions +1 *chain shirt*, mwk light wooden shield, mwk short sword, mwk light crossbow and quiver with 10 bolts

DRAGONARMY KAPAKS

Male kapak draconian fighter 2

NE Medium dragon

Init +3; **Senses** darkvision 60 ft, low-light vision; Listen +5, Spot +5

Languages Common

AC 19, touch 13, flat-footed 16

hp 31 (4 HD)

SR 13

Immune disease, *sleep*, paralysis

Fort +5, **Ref** +6, **Will** +1

Spd 30 ft.; glide, Run

Melee +1 *short sword* +7 (1d6+3/19-20) and bite +2 (1d4+1 plus poison)

Ranged mwk light crossbow +8 (1d8/x3)

Base Atk +4; **Grp** +6

Attack Options Point Blank Shot, Power Attack, sneak attack +1d6

Special Actions death throes (5 ft. radius, 1d6 acid per round of exposure), saliva

Abilities Str 15, Dex 16, Con 15, Int 10, Wis 6, Cha 10

SQ inspired by dragons, low metabolism

Feats Alertness, Power Attack^B, Point Blank Shot^B, Stealthy, Run^B

Skills Climb +4, Hide +10, Intimidate +2, Jump +6, Listen +5, Move Silently +17, Search +5, Spot +5

Possessions mwk studded leather armor, mwk light wooden shield, +1 *short sword*, mwk light crossbow w/10 bolts

Saliva (Ex) Poison Fort DC 13; 1d6 Dex/ 1d6 Dex. Envenoming is a full round action that provokes an attack of opportunity and lasts for 3 rounds or until successfully strikes opponent.

DRAGONARMY OFFICER

Male nomadic human fighter 6/barbarian 7

LE Medium humanoid

Init +3; **Senses**: Listen +4, Spot +2

Languages: Common, Nerakese, Gnoll

AC 19, touch 9, flat-footed 20; uncanny dodge, improved uncanny dodge

hp 88 (13 HD); **DR** 1/-

Fort +12, **Ref** +4, **Will** +6 (+10 against dragonfear)

Spd 30 ft. (+3 *breastplate*); base 40 ft. fast movement

Melee +2 *greatsword* +20/+15/+10 (2d6+10/19-20)

Base Atk +13; **Grp** +17

Atk Options Cleave, Power Attack, rage 2/day (6 rounds)

Abilities Str 18, Dex 8, Con 14, Int 12, Wis 10, Cha 13

SQ trap sense +2

Feats Alertness^B, Blind Fight, Cleave, Improved Initiative^B, Iron Will, Lightning Reflexes, Power Attack^B, Resist Dragon Fear, Weapon Focus (*greatsword*)^B, Weapon Specialization (*greatsword*)^B

Skills Climb* +13, Gather Information +4, Handle Animal +13, Intimidate +13, Jump +13*, Knowledge (nature) +3, Listen +4, Ride +12, Spot +2, Survival +12

* Includes armor check penalty

Possessions +3 *breastplate*, *amulet of natural armor* +2, +2 *greatsword*

Rage (Ex) Once the dragonarmy officer enters into a rage its statistics change as follows:

hp 114

AC 17, touch 7, flat-footed 18

Fort +14, **Will** +8 (+12 against dragonfear)

Melee +2 *greatsword* +22/+17/+12 (2d6+13/19-20)

Abilities Str 22, Con 18

Skills Climb* +15, Jump* +15

* Includes armor check penalty

CR 6

DRAGONARMY OGRE

Male ogre fighter 3

LE Large giant

Init -2; **Senses** darkvision 60 ft; Listen +3, Spot +3

Languages Common, Ogre

AC 16, touch 7, flat-footed 18

hp 72 (7 HD)

Fort +11, **Ref** +0, **Will** +2

Spd 30 ft. (+1 *hide armor*); base 40 ft.

Melee mwk greatclub +14/+9 (2d8+10)

Space 10 ft.; **Reach** 10 ft

Base Atk +6; **Grp** +17

Atk Options Cleave, Great Cleave, Improved Bull Rush, Power Attack

Abilities Str 25, Dex 6, Con 18, Int 9, Wis 10, Cha 8

Feats Cleave^B, Great Cleave^B, Improved Bull Rush, Power Attack, Weapon Focus (greatclub)

Skills Climb +6*, Hide -8*, Jump +7*, Listen +3, Spot +3
* includes armor check penalty

Possessions +1 *hide armor*, mwk greatclub

DREAD BAT

N Large undead

Towers of High Sorcery (dread creature template)

Init +12; **Senses** blindsense 40 ft.; Listen +22, Spot +21

Aura unnatural aura

AC 22, touch 15, flat-footed 16

hp 45 (7 HD); **DR** 5/magic and silver

Immune undead traits

Fort +5, **Ref** +15, **Will** +6

Spd 20 ft.; fly 40 ft. (good)

Melee bite +11 (1d8+5 plus dread rot)

Space 10 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +14

Abilities Str 21, Dex 26, Con —, Int 4, Wis 18, Cha 8

SQ stench, telepathic link, turn resistance +4

Feats Alertness, Improved Initiative^B, Lightning Reflexes, Stealthy

Skills Hide +6, Listen +22 (+18 when blindsense is negated), Move Silently +21, Search +5, Spot +21 (+17 if blindsense is negated), Survival +12

Dread Rot (Ex) Disease—injury with natural weapon, Fort DC 11, 1 hour, 1d6 Con

Stench (Ex) A dread bat's rotting body gives off an offensive odor of decay and death. All living creatures within 30 feet of a dread bat must succeed on a Fortitude save or be sickened for 2d6 rounds. Creatures that successfully save cannot be affected by the same dread bat's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature.

Telepathic Link (Su) Garail has a telepathic link to the dread bat out to a distance of 50 miles. The dread bat acts as his eyes and ears, and Garail may deliver directions to the bat telepathically or speak through the bat's mouth (concealing his own voice, granting a +10 bonus to Bluff checks to hide his identity).

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a dread bat at a distance of 60 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

CR 6

CR 6

GREEN REGIMENT ELITE KAPAKS

CR 9

Male kapak draconian fighter 2/rogue 3

NE Medium dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; **Listen** +10, **Spot** +11; **trap sense** +1

Languages Common

AC 21, **touch** 14, **flat-footed** 17

Immune disease, *sleep*, *paralysis*

SR 16

hp 43 (7 HD)

Fort +7, **Ref** +6, **Will** +4; **evasion**

Spd 30 ft.; **glide**, **Run**

Melee +1 *keen short sword* +10/+5 (1d6+3/17-20) and **bite** +3 (1d4+1 plus poison) or

Ranged mwk light crossbow +11 (1d8/x3)

Base Atk +6; **Grp** +8

Attack Options Point Blank Shot, Power Attack, sneak attack +2d6

Special Actions death throes (5 ft. radius, 1d6 acid per round of exposure), *saliva*

Abilities Str 15, Dex 18, Con 15, Int 10, Wis 10, Cha 14

SQ inspired by dragons, low metabolism, trapfinding

Feats Alertness, Power Attack^B, Point Blank Shot^B, Stealthy, Run^B, Weapon Focus (shortsword)

Skills Bluff +12, Climb +4, Hide +16, Intimidate +6, Jump +6, **Listen** +10, **Move Silently** +19, **Search** +5, **Spot** +11

Possessions +1 *studded leather armor*, mwk light wooden shield, +1 *keen short sword*, mwk light crossbow w/10 bolts

Saliva (Ex) Poison **Fort** DC 14; initial 1d6 Dex/secondary 1d6 Dex. Envenoming is a full round action that provokes an attack of opportunity and lasts for 3 rounds or until successfully strikes opponent.

HIDDEN LIGHT RESISTANCE FIGHTER

CR 7

Male civilized or nomadic human warrior 8

NG Medium humanoid

Init +5; **Senses** **Listen** +2, **Spot** +2

Languages Common, Nerakese

AC 18, **touch** 11, **flat-footed** 17

hp 55 (8 HD)

Fort +8, **Ref** +3, **Will** +1

Spd 30 ft.

Melee +1 *longsword* +13/+8 (1d8+4/19-20) or

Ranged mwk heavy crossbow +10 (1d10/x3)

Base Atk +8; **Grp** +11

Attack Options Combat Reflexes, Power Attack

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 8

Feats Combat Reflexes, Improved Initiative^B, Power Attack, Weapon Focus (longsword)

Skills Climb +6, Diplomacy +1, Jump +6, Knowledge (local) +2, **Listen** +2, **Sense Motive** +0, **Spot** +2

Possessions +1 *chain shirt*, +1 *light steel shield*, +1 *longsword*, mwk heavy crossbow w/10 bolts

HUMAN WARRIORS

CR 6

Male civilized human warrior 7

Init +1; **Senses** **Listen** +1, **Spot** +1

Languages Common, Nerakese

AC 14, **touch** 11, **flat-footed** 13

hp 72 (7 HD)

Fort +7, **Ref** +3, **Will** +1

Spd 30 ft.

Melee +1 *longsword* +11/+6 (1d8+3/19-20)

Ranged mwk longbow +9/+4 (1d8/x3)

Base Atk +7; **Grp** +9

Attack Options Cleave, Power Attack

Abilities Str 15, Dex 13, Con 15, Int 10, Wis 8, Cha 12

Feats Animal Affinity^B, Cleave, Power Attack, Weapon Focus (longsword)

Skills Climb +11, Handle Animal +9, Intimidates +4, Jump +8, **Listen** +1, **Ride** +11, **Spot** +1

Possessions mwk leather armor, mwk light steel shield, +1 *longsword*, mwk longbow and quiver with 20 arrows

LICH

CR 20

Male civilized human lich necromancer 14/Wizard of High

Sorcery 2/archmage 2

LE Medium undead (augmented humanoid)

Init +2; **Senses** **Listen** +10, **Spot** +2

Aura fear (60 ft, Will DC 21 negates)

Languages Common, Magius, Nerakese, Sylvan

AC 25, **touch** 14, **flat-footed** 23

hp 49 (18 HD); **DR** 15/bludgeoning and magic

Immune cold, electricity, *polymorph*, undead traits

Resist +1 against necromancy spells, +4 turn resistance

Fort +6, **Ref** +6, **Will** +17

Spd 30 ft.

Melee +1 *quarterstaff* +10/+5 (1d6+1) or

Melee touch +9 (1d8+5 plus paralysis) or

Ranged +1 *dagger* +12 (1d4+1/19-20)

Base Atk +9; **Grp** +9

Atk Options Improved Counterspell

Wizard Spells Prepared (CL 19th, CL 20th w/necromancy; +9

melee touch, +11 ranged touch)

9th—*energy drain* (DC 28), *gate*, *mass hold monster* (DC 28)

8th—*polar ray*, *power word—stun*, *symbol of death* (DC 27), *symbol of insanity* (DC 27)

7th—*mass hold person* (DC 26), *waves of exhaustion* (DC 26), *summon monster VII* (3)

6th—*greater dispel magic*, *circle of death* (DC 25), *summon undead VI* (3)

5th—*cone of cold* (DC 23), *lightning bolt (heightened)* (DC 23), *symbol of pain* (DC 24)

4th—*bestow curse* (DC 23), *crushing despair* (DC 23), *enervation* (DC 23), *fear* (DC 23), *mass reduce person* (DC 22)

3rd—*deep slumber* (DC 22), *dispel magic*, *halt undead*, *lightning bolt* (DC 21), *ray of exhaustion* (DC 22), *vampiric touch* (DC 22)

2nd—*daze monster* (DC 21), *ghoul touch* (DC 21), *scare* (DC 21), *see invisibility*, *spider climb*, *touch of idiocy* (DC 21)

1st—*cause fear* (DC 20), *chill touch* (DC 20), *mage armor*, *ray of enfeeblement* (DC 20), *sleep* (DC 20), *true strike*

0—*acid splash*, *detect magic*, *read magic*, *touch of fatigue* (DC 19)

Spell-like Abilities (CL 19th):

2/day—*teleport*

Combat Gear *wand of magic missile* (CL 10th, 15 charges)

Abilities Str 10, Dex 14, Con —, Int 27, Wis 15, Cha 16

SQ arcane focus, arcane research +1, high arcana (spell power, spell-like ability [*teleport*]), item of power, moon magic (Nuitari), summon familiar (unused)

Feats Combat Casting, Craft Wand^B, Craft Wondrous Item, Great Fortitude, Heighten Spell^B, Improved Counterspell, Magical Aptitude, Scribe Scroll^B, Skill Focus (spellcraft), Spell Focus (enchantment), Spell Focus (necromancy)^B

Skills Appraise +8 (+10 with gems and metal), Concentration +12, Craft (blacksmithing) +13, Craft (gemcutting) +13, Decipher Script +18, Intimidate +9, Knowledge (arcana) +27, Knowledge (history) +18, Knowledge (local) +16, Knowledge (the planes) +18, Knowledge (religion) +18, Profession (jeweler) +8, Search +14, Spellcraft +28 (+29 with necromancy), Use Magic Device +4 (+6 with scrolls)

Possessions combat gear plus *bracers of armor* +6, +1 *quarterstaff*, +1 *dagger*, *crystal ball*, *ring of protection* +2, *gloves of Dexterity* +2, *headband of intellect* +6

High Arcana The lich has permanently sacrificed two 5th level spell slots to gain *teleport* as a spell-like ability twice a day.

Lich Touch (Su) The touch of the lich deals 1d8+5 points of damage to living creatures; Will save DC 22 for half.

Paralysis (Su) Any living creature struck by the touch attack is permanently paralyzed, Fort DC 22 negates.

LORD SOTH'S SKELETAL WARRIOR

CR 10

Male civilized human skeletal warrior fighter 9

NE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft, Listen +1, Spot +1

Languages Common, Ogre, Solamnic

AC 21, touch 11, flat-footed 20

hp 79 (9 HD); **DR** 5/bludgeoning

Immune cold, electricity, *polymorph*; undead traits
SR 22

Fort +6, **Ref** +5, **Will** +4

Speed 20 ft. (mwk full plate); base 30 ft.

Melee +1 *frost greatsword* +16/+11 (2d6+9/17-20 plus 1d6 cold) or

Melee touch +13 (1d6+4)

Base Atk +9; **Grp** +13

Attack Options Cleave, Combat Reflexes, Mounted Combat, Power Attack

Abilities Str 19, Dex 15, Con —, Int 12, Wis 12, Cha 14

Feats Animal Affinity^B, Combat Reflexes, Cleave, Greater Weapon Focus (greatsword), Improved Critical (greatsword)^B, Improved Initiative, Mounted Combat, Power Attack^B, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills Handle Animal +16, Intimidate +14, Knowledge (nobility) +4, Ride +18

Possessions mwk full plate armor, +1 *frost greatsword*, mwk daggers (2)

MINOTAUR GUARDS

CR 6

Male minotaur fighter 6

LE Medium humanoid (minotaur)

Races of Ansalon (clabbard)

Init +4; **Senses** Listen +1, Spot +2

Languages Common, Kothian

AC 22, touch 11, flat-footed 22

hp 49 (6 HD)

Fort +5, **Ref** +2, **Will** +1

Spd 20 ft. (+1 *full plate*); base 30 ft.

Melee +1 *clabbard* +13/+8 (1d10+10/x3) and gore +6 (1d6+2)

Base Atk +6; **Grp** +11

Atk Options Cleave, gore (2d6+7 as part of charge), Power Attack

Abilities Str 20, Dex 10, Con 10, Int 12, Wis 8, Cha 11

Feats Alertness, Cleave^B, Improved Initiative^B, Mounted Combat^B, Power Attack^B, Weapon Focus (clabbard), Weapon Specialization (clabbard)

Skills Bluff +2, Climb +0*, Handle Animal +3, Intimidate +8, Listen +1, Ride +4, Sense Motive +2, Spot +2, Swim -2*, Use Rope +2

* includes armor check penalty

Possessions +1 *full plate*, +1 *clabbard*, *ring of protection* +1

MOB OF ADVANCED FIENDISH

BLOODRAGER DIRE RATS

CR 10

NE Gargantuan magical beast (augmented animal) (mob of Small magical beasts, see mob rules sidebar page 246)

Bestiary of Krynn, Revised (bloodrager template)

Init +3; **Senses** darkvision 60 ft, low-light vision, scent; Listen +5, Spot +5

AC 17, touch 13, flat-footed 14

hp 255 (30 HD); **DR** 10/magic

Immune disease and poison

Resist cold 10, fire 10

SR 17

Fort +23, **Ref** +22, **Will** +18

Spd 50 ft.; climb 30 ft.

Melee mob (1d6+4 plus disease)

Space 20 ft.; **Reach** 0 ft.

Base Atk +30; **Grp** +46

Attack Options smite good 1/day (+12 damage)

Special Attacks blood fury, trample (2d6+6)

Abilities Str 18, Dex 16, Con 19, Int 3, Wis 8, Cha 4

SQ mob traits, mob anatomy

Feats Alertness, Great Fortitude, Improved Bull Rush^B, Improved Overrun^B, Iron Will, Lightning Reflexes, Weapon Finesse^B

Skills Climb +11, Hide +9, Listen +5, Move Silently +8, Spot +5, Swim +11

Blood-Fury (Su) The dire rat's natural attacks can confer a supernatural disease known as the blood-fury. Against any living creature that is not an animal, magical beast, or vermin and that can be affected by disease: Fortitude save DC 17; incubation period 1d3 days; damage 1d3 Con/1d3 Wis. Animals, magical beasts, and vermin will, if they fail their initial Fortitude save, acquire the blood-fury disease, gaining the bloodrager template within 1d3 days.

Disease (Ex) Filth Fever—bite, Fort DC 17, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con

Rage (Ex) When injured, the dire rat's stats change as follows:

AC 15, touch 11, flat-footed 12

hp 285

Fort +24, **Will** +19

Abilities Str 20 Con 20

MONSTROUS CRAB

CR 10

N Gargantuan vermin (aquatic)

Stormwrack (monstrous crab)

Init +0; **Senses** low-light vision, scent; Listen +0, Spot +4

AC 26, touch 6, flat-footed 26

hp 159 (24 HD)

Fort +16, **Ref** +8, **Will** +8

Spd 30 ft.

Melee 2 claws +25 (3d6+11)

Space 20 ft.; **Reach** 20 ft.

Base Atk +18; **Grp** +45

Atk Options improved grab (claws)

Special Actions constrict (6d6+11)

Abilities Str 33, Dex 11, Con 14, Int - , Wis 11, Cha 2

Feats Toughness^B

Skills Hide -8, Spot +4

Improved Grab (Ex) To use this ability, a monstrous crab must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

NERAKAN GUARD

CR 10

Male civilized or nomadic human fighter 10

LE Medium humanoid

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Nerakese, Ogre

AC 18, touch 9, flat-footed 18

hp 79 (10 HD)

Fort +8, **Ref** +2, **Will** +2

Spd 30 ft.

Melee +1 *longsword* +16/+11 (1d8+7/19-20)

Base Atk +10; **Grp** +14

Atk Options Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Disarm, Improved Feint, Power Attack

Abilities Str 19, Dex 8, Con 13, Int 13, Wis 9, Cha 10

Feats Blind-Fight, Cleave^B, Combat Expertise, Combat Reflexes, Great Cleave^B, Improved Disarm^B, Improved Feint, Improved Initiative^B, Power Attack^B, Weapon Focus (*longsword*)^B, Weapon Specialization (*longsword*)^B

Skills Diplomacy +3, Gather Information +4, Handle Animal +5, Intimidate +10, Knowledge (local) +3, Knowledge (nobility) +3, Listen +1, Ride +6, Search +3, Sense Motive +1, Spot +1

Possessions +2 *chain shirt*, +1 *heavy steel shield*, +1 *longsword*

OGRE GUARD

CR 9

Male ogre fighter 5

LE Large giant

Init +2; **Senses** darkvision 60 ft; low-light vision, Listen +4, Spot +5

Languages Common, Ogre

AC 17, touch 7, flat-footed 19

hp 90 (9 HD)

Fort +12, **Ref** +0, **Will** +2

Spd 30 ft. (+2 *hide armor*); base 40 ft.

Melee +1 *greatclub* +16/+13 (2d8+11)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +19

Atk Options Cleave, Great Cleave, Power Attack

Abilities Str 25, Dex 6, Con 18, Int 9, Wis 10, Cha 8

Feats Alertness, Cleave^B, Endurance, Great Cleave^B, Improved Initiative, Power Attack, Weapon Focus (*greatclub*)^B

Skills Climb +8*, Hide -8*, Jump +7*, Listen +4, Spot +5
* includes armor check penalty

Possessions +2 *hide armor*, +1 *greatclub*

OGRE SLAVERS

CR 12

Male ogre fighter 8/ogre slaver 1

LE Large giant

Races of Ansalon (ogre slaver prestige class)

Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +10, Spot +10

Languages Common, Giant

AC 15, touch 6, flat-footed 15

hp 114 (13 HD)

Fort +15, **Ref** +0, **Will** +5

Spd 30 ft. (+1 *hide armor*); base 40 ft.

Melee +1 *whip* +21/+16/+11 (1d4+11 non-lethal)

Space 10 ft.; **Reach** 10 ft. (20 ft. w/whip)

Base Atk +12; **Grp** +24

Attack Options brutal intimidation, Cleave, Power Attack, wound

Abilities Str 26, Dex 5, Con 16, Int 11, Wis 15, Cha 14

SQ pack of wolves

Feats Cleave^B, Exotic Weapon Proficiency (whip)^B, Improved Initiative, Improved Unarmed Strike^B, Negotiator, Power Attack^B, Skill Focus (intimidate), Toughness, Weapon Focus (whip)^B, Weapon Specialization (whip)^B

Skills Appraise +2, Climb +8*, Diplomacy +5, Intimidate +19, Listen +10, Spot +10, Sense Motive +4

* Includes armor check penalty

Possessions +1 *hide armor*, +1 *whip*

PENKEEPER

CR 11

Male nomadic human rogue 11

NE Medium humanoid

Init +7; **Senses** Listen +9, Spot +3

Languages Common, Goblin, Nerakese, Ogre

AC 20, touch 14, flat-footed 17; improved uncanny dodge, uncanny dodge

hp 65 (11 HD)

Fort +5, **Ref** +10, **Will** +2; evasion

Spd 30 ft.

Melee +1 *flaming heavy flail* +9/+4 (1d10+1 plus 1d6 fire/19-20) or

Ranged +1 *light crossbow* +12 (1d8+1/x3)

Base Atk +8; **Grp** +8

Attack Options Combat Reflexes, crippling strike, sneak attack +6d6

Abilities Str 11, Dex 16, Con 14, Int 12, Wis 8, Cha 18

SQ trap sense +3, trapfinding

Feats Agile^B, Combat Reflexes, Improved Initiative, Investigator, Martial Weapon Proficiency (heavy flail)

Skills Balance +13, Bluff +15, Diplomacy +18, Escape Artist +15 (+17 with ropes), Gather Information +18, Intimidate +16, Jump +7, Knowledge (local) +6, Listen +9, Move Silently +13, Search +8, Sense Motive +4, Sleight of Hand +13, Speak Language (goblin), Spot +3, Tumble +16, Use Magic Device +14, Use Rope +8 (+10 with bindings)

Possessions +2 *studded leather armor*, +1 *flaming heavy flail*, +1 *light crossbow* w/10 bolts, *ring of protection* +1, *amulet of natural armor* +1

REBEL RANGER

CR 6

Male or female civilized human ranger 6 of Habbakuk

CG Medium humanoid

Init +6; **Senses** Listen +11, Spot +11

Languages Common

AC 15, touch 12, flat-footed 13

hp 27 (6 HD)

Fort +5, **Ref** +9, **Will** +4

Spd 30 ft.

Melee mwk short sword +8/+3 (1d6+1/19-20) or

Ranged mwk longbow +10/+5 (1d8/x3) or

Ranged mwk longbow +6 (2d8/x3) with Manyshot (2 arrows) or **Ranged** mwk longbow +8/+8/+3 (1d8/x3) with Rapid Shot

Base Atk +6; **Grp** +7

Atk Options improved combat style (archery), favored enemy (dragons +4, giants +2)

Ranger Spells Prepared (CL 3rd)

1st—*alarm*, *longstrider*

Abilities Str 12, Dex 14, Con 10, Int 10, Wis 14, Cha 10

SQ wild empathy +8 (+4 magical beasts)

Feats Endurance^B, Improved Initiative^B, Lightning Reflexes, Manyshot^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow)
Skills Handle Animal +9, Hide +11, Listen +11, Move Silently +11, Ride +11, Search +9, Spot +11
Possessions mwk studded leather, mwk short sword, mwk longbow w/10 arrows

REBEL WARRIOR

CR 6

Male or female civilized human fighter 6

CG Medium humanoid

Init +6; **Senses** Listen +0, Spot +0

Languages Common, Abanasinian

AC 17, touch 12, flat-footed 15; **Dodge**

hp 39 (6 HD)

Fort +6, **Ref** +6, **Will** +2

Spd 30 ft.

Melee mwk longsword +10/+5 (1d8+4/19-20) or

Ranged mwk shortbow +9/+4 (1d6/x3)

Base Atk +6; **Grp** +8

Atk Options Cleave, Combat Reflexes, Power Attack

Abilities Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10

Feats Cleave^B, Combat Reflexes^B, Dodge^B, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Climb +6, Handle Animal +4, Intimidate +5, Jump +7, Ride +11

Possessions mwk chain shirt, light wooden shield, mwk longsword, mwk shortbow

RED DRAGONRIDER

CR 12

Male civilized human fighter 10/dragon rider 2

CE Medium humanoid

Init -1; **Senses** Listen +2, Spot +2

Languages Common, Draconic, Nerakese

AC 20, touch 10, flat-footed 21

hp 115 (12 HD)

Fort +14, **Ref** +5, **Will** +5 (+9 against dragonfear)

Spd 30 ft.

Melee +2 longsword +15/+10/+5 (1d8+5/19-20)

Melee mwk lance +14/+9/+4 (1d8+3/x3)

Base Atk +11; **Grp** +12

Attack Options Mounted Combat, Ride-by Attack, Spirited Charge, Trample

Abilities Str 12, Dex 8, Con 18, Int 13, Wis 10, Cha 15

SQ dragon cohort, mounted attack, dragon feat

Feats Animal Affinity^B, Iron Will, Leadership, Mounted Combat^B, Resist Dragonfear, Ride-by Attack, Spirited Charge^B, Trample^B, Weapon Focus (lance)^B, Weapon Focus (longsword)^B, Weapon Specialization (lance)^B, Weapon Specialization (longsword)

Skills Balance +2*, Diplomacy +5, Handle Animal +12, Intimidate +11, Listen +2, Ride +11, Sense Motive +2, Spot +2

* Includes armor check penalty

Possessions +2 dragonarmor, +2 heavy steel shield, +2 longsword, mwk lance, ring of protection +1

RED DRAGON SCOUT

CR 10

Male juvenile red dragon

LE Large dragon (fire)

Init +0; **Senses** blindsense 60 ft, darkvision 120 ft, low-light vision, keen senses; Listen +21, Spot +21

Languages Common, Draconic, Nerakese, Ogre

AC 24, touch 9, flat-footed 24

Immune fire, sleep, paralysis

hp 168 (16 HD); **DR** 5/magic

Fort +14, **Ref** +10, **Will** +12

Vulnerability cold

Spd 40 ft.; fly 150 ft. (poor); Hover

Melee bite +24 (2d6+9) and 2 claws +20 (1d8+4) and 2 wings +19 (1d6+4) and tail slap +19 (1d8+13)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +29

Attack Options Cleave, Flyby Attack, Power Attack, Snatch

Attack Options breath weapon (40 ft cone, 8d10 fire damage, DC 22 for half, useable every 1d4 rounds)

Sorcerer Spells Known (CL 3rd)

1st—(6/day) *magic missile*, *ray of enfeeblement*, *true strike*

0—(6/day) *detect magic*, *disrupt undead* (DC 12), *mage hand*, *ray of frost*, *read magic*

Spell-like Abilities (CL 4th)

4/day—*locate object*

Abilities Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14

Feats Cleave, Flyby Attack, Hover, Power Attack, Snatch, Weapon Focus (claw)

Skills Appraise +7, Bluff +12, Concentration +14, Diplomacy

+16, Escape Artist +10, Jump +24, Intimidate +14,

Knowledge (local) +7, Listen +21, Search +21, Sense Motive

+12, Spellcraft +2 (+4 with scrolls), Spot +21, Survival +2 (+4 with tracks), Use Magic Device +12

RED WATCH ELITE SIVAK

CR 9

Male sivak draconian fighter 3

LE Large dragon

Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +10

Languages Common, Nerakese

AC 23, touch 11, flat-footed 21

hp 87 (9 HD)

Immune disease, paralysis, sleep

SR 19

Fort +11, **Ref** +8, **Will** +8

Spd 20 ft., fly 40 ft. (poor) (+1 half-plate); base 30 ft., fly 60 ft. (poor); Run

Melee +1 flaming greatsword +15/+10 (3d6+8/19-20 plus 1d6 fire) and tail +11 (2d4+2 plus trip) or

Melee 2 claws each +13 (1d6+5) and tail +11 (2d4+7 plus trip)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +18

Atk Options Improved Sunder, Power Attack, trip (tail only)

Special Actions death throes, shapeshift

Abilities Str 21, Dex 14, Con 16, Int 10, Wis 14, Cha 8

SQ draconian traits, inspired by dragons, low metabolism

Feats Improved Initiative^B, Improved Sunder, Multiattack, Power Attack, Quick-Thinking, Run^B, Weapon Focus (greatsword)^B

Skills Bluff +8, Disguise +4 (+6 in character), Gather Information +4, Intimidate +12, Jump +8*, Listen +11, Spot +10

* includes adjustments for a -6 armor check penalty

Possessions +1 half-plate, +1 flaming greatsword

REVERED DARK PILGRIM

CR 13

Male and female civilized human cleric 13 of Takhisis

LE Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Infernal, Nerakese

AC 17, touch 9, flat-footed 17

hp 58 (13 HD)

Fort +10, Ref +8, Will +14

Spd 20 ft. (+1 *scale mail*); base 30 ft.

Melee +1 *heavy mace* +12/+7 (1d8+2) or

Melee mwk dagger +11/+6 (1d4+1/19-20) or

Ranged mwk dagger +10 (1d4/19-20)

Base Atk +9; **Grp** +10

Atk Options Combat Expertise, Improved Feint, Quick Draw

Special Actions rebuke undead 5/day (+4, 2d6+11, 9th),
spontaneous casting (*inflict* spells)

Combat Gear *pearl of power* (2nd level)

Cleric Spells Prepared (CL 13th, +10 melee touch, +9 ranged touch)

7th—*blasphemy*^D (DC 20), *dictum* (DC 20), *repulsion* (DC 20)

6th—*create undead*^D, *greater dispel magic*, *harm* (DC 19),
symbol of fear (DC 19)

5th—*commune*, *greater command* (DC 18), *dispel good*^{DE} (DC 18), *slay living* (DC 18)

4th—*confusion*^D (DC 17), *divine power*, *poison* (DC 17), *lesser planar ally*, *unholy blight*^E (DC 17; CL 10th)

3rd—*blindness/deafness* (DC 16), *deeper darkness*, *dispel magic*, *helping hand*, *magic circle against good*^{DE} (CL 10th),
prayer, *protection from energy*

2nd—*darkness*, *death knell*^E (DC 15; CL 10th), *delay poison*,
enthrall (DC 15), *hold person* (DC 15), *invisibility*^D,
summon monster II

1st—*bane* (DC 14), *command* (DC 14), *cure light wounds*,
disguise self^D, *entropic shield*, *protection from good*^E (CL 10th)

0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *virtue*

^D Domain spell; ^E Evil spell. **Domains** Evil, Trickery

Abilities Str 12, Dex 11, Con 10, Int 13, Wis 19, Cha 14

Feats Combat Expertise, Improved Feint, Lightning Reflexes,
Persuasive ^B, Quick Draw, Weapon Focus (heavy mace)

Skills Bluff +16, Concentration +12, Diplomacy +4, Disguise +10
(+12 in character), Intimidate +6, Knowledge (religion) +13,
Knowledge (the planes) +7

Possessions combat gear plus +1 *scale mail*, +1 *heavy steel shield*,
+1 *heavy mace*, mwk dagger, *medallion of faith* (Takhisis),
gloves of Dexterity +2, *cloak of resistance* +2, *periapt of Wisdom* +2

SIVAK GUARDS

CR 8

Male sivak draconian fighter 2

NE Large dragon

Init -1; **Senses** darkvision 60 ft, low-light vision; Listen +9,
Spot +3

Languages Common

AC 23, touch 9, flat-footed 23

hp 75 (8 HD)

Immune disease, *sleep*, paralysis

SR 18

Fort +12, **Ref** +4, **Will** +5

Spd 20 ft., fly 40 ft. (poor) (+2 *full plate*); base 30 ft., fly 60 ft.; Run

Melee 2 claws +12 (1d6+5) and bite +10 (1d8+2) and tail +10
(2d4+2) or

+2 *greataxe* +15/+10 (3d6+9/x3) and bite +10 (1d8+2)

Base Atk +8; **Grp** +17

Atk Options Cleave, death throee, Great Cleave, trip, Power Attack

Abilities Str 21, Dex 8, Con 18, Int 13, Wis 10, Cha 13

SQ inspired by dragons, low metabolism

Feats Cleave, Great Cleave ^B, Multiattack, Power Attack, Run ^B,
Weapon Focus (*greataxe*) ^B

Skills Bluff +10, Climb +14, Diplomacy +12, Gather Information
+10, Hide -5, Intimidate +14, Jump +15, Listen +9, Spot +3

Possessions +2 *full plate*, +2 *greataxe*, *ring of protection* +1

SLAVE MASTER

CR 14

Male ogre fighter 5/rogue 3/ogre slaver 3

LE Large giant

Races of Ansalon (ogre slaver prestige class)

Init +1; **Senses** darkvision 60 ft low-light vision; Listen +9, Spot
+8

Languages Common, Giant, Nerakese

AC 22, touch 12, flat-footed 21

hp 134 (15 HD)

Fort +17, **Ref** +6, **Will** +6; evasion

Spd 30 ft. (+2 *hide armor*); base 40 ft.

Melee +2 *whip* +20/+15/+10 (1d3+9 non-lethal)

Space 10 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +22

Atk Options brutal intimidation, Cleave, Combat Reflexes,
crippling strike, improved brutality, Power Attack, sneak
attack +3d6, wound

Abilities Str 21, Dex 12, Con 21, Int 12, Wis 17, Cha 16

SQ herd the cattle, greater herd, pack of wolves, sacrificial lamb,
trapfinding

Feats Cleave, Combat Reflexes, Exotic Weapon Proficiency
(whip)^B, Negotiator, Power Attack, Skill Focus (Intimidate),
Toughness, Weapon Focus (whip)^B, Weapon Specialization
(whip)^B

Skills Appraise +10, Bluff +13, Diplomacy +19, Intimidate +21,
Listen +9, Ride +3, Search +5, Spot +8, Sense Motive +12

Possessions +2 *hide armor*, +2 *whip*, *ring of protection* +2, *amulet
of health* +2

SLAVE WARRIORS

CR 5

Male or female civilized or nomadic human warrior 6

N Medium humanoid

Init +5; **Senses** Listen -2, Spot -2

Languages Common, Nerakese

AC 15, touch 11, flat-footed 14

hp 40 (6 HD)

Fort +7, **Ref** +3, **Will** +0

Spd 30 ft.

Melee heavy flail +8/+3 (1d10+3/19-20)

Base Atk +6; **Grp** +8

Atk Options Combat Reflexes, Power Attack

Abilities Str 14, Dex 12, Con 14, Int 9, Wis 7, Cha 10

Feats Combat Reflexes, Improved Initiative^B, Power Attack,
Quick Draw

Skills Climb +11, Intimidate +9

Possessions studded leather armor, light wooden shield, heavy
flail

TEMPLE GUARDS

CR 12

Male civilized human fighter 12

LE Medium humanoid

Knightly Orders of Ansalon (Defensive Cleave, Education, Greater
Shield Focus, Iconic Invocation, Shield Focus, Shield Wall)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Nerakese

AC 26, touch 11, flat-footed 25; Defensive Cleave, Shield Wall; or
AC 28, touch 13, flat-footed 27 with a 2-point defending action

hp 90 (12 HD)

Fort +13, **Ref** +7, **Will** +6

Spd 20 ft. in (+1 *full plate*); base 30 ft.

Melee* +3 *defending longsword* +11/+6/+1 (1d8+8/19-20)

* includes a 5-point Power Attack and a 2-defending action

Base Atk +12; **Grp** +14

Atk Options Cleave, Defensive Cleave, Great Cleave, Heroic Surge, Iconic Invocation, Power Attack

Abilities Str 15, Dex 12, Con 16, Int 13, Wis 10, Cha 10

Feats Alertness, Cleave^B, Defensive Cleave, Education ^B, Great Cleave, Heroic Surge, Iconic Invocation (dark knights)^B, Greater Shield Focus^B, Power Attack^B, Shield Focus^B, Shield Wall^B, Weapon Focus (longsword)

Skills Handle Animal +10, Intimidate +10, Listen +2, Knowledge (local) +13, Knowledge (nobility) +13, Ride +13, Sense Motive +5, Spot +2

Possessions +1 *full plate*, +1 *large steel shield*, +3 *defending longsword*, *cloak of resistance* +2

Defensive Cleave (Ex) If the temple guard makes at least one additional attack in the round with the use of Cleave or Great Cleave, he gains a +4 AC bonus against melee attacks until the end of the round.

Iconic Invocation (Ex) 3/day the temple guard can call upon the name of the Dragon Emperor Ariakas to gain a +4 morale bonus to the next weapon damage roll the temple guard makes.

Shield Wall (Ex) As long as the temple guard is adjacent to an ally and the ally is using a shield, the ally gains a +2 bonus to their AC.

TEMPLE SLAVE

CR 7

Male or female civilized human commoner 8

N Medium humanoid

Init +1; **Senses** Listen +6, Spot +6

Languages Common, Nerakese

AC 11, touch 11, flat-footed 10

hp 29 (8 HD)

Fort +5, **Ref** +3, **Will** +3

Spd 30 ft.

Melee unarmed strike +4 (1d3)

Base Atk +4; **Grp** +4

Abilities Str 11, Dex 12, Con 13, Int 10, Wis 13, Cha 11

Feats Endurance^B, Great Fortitude, Skill Focus (Profession [servant]), Toughness

Skills Handle Animal +6, Knowledge (religion)+4, Listen +6, Profession (servant) +9, Ride +8, Spot +6

Possessions slave robes

TITANIC TOAD

CR 13

N Gargantuan animal

Monster Manual II (titanic creature template, titanic toad)

Init +0; **Senses** low-light vision; Listen +13, Spot +13

AC 27, touch 6, flat-footed 27

hp 315 (25 HD); Diehard

Fort +24, **Ref** +14, **Will** +16

Spd 20 ft.

Melee bite +27 (3d8+19)

Space 20 ft; **Reach** 15 ft

Base Atk +18; **Grp** +43

Atk Options Improved Bull Rush, Improved Natural Armor, Power Attack, Snatch

Special Actions trample (3d8+19)

Abilities Str 37, Dex 10, Con 27, Int 1, Wis 14, Cha 4

Feats Alertness, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Snatch, Toughness

Skills Hide +2, Listen +13, Spot +13

Trample (Ex) As a standard action, a titanic toad can trample

Huge or smaller creatures, dealing 3d8+19 points of bludgeoning damage. A trampled creature can either attempt an attack of opportunity against the titanic toad or a Reflex save DC 35 to take half damage.

TROLL BARBARIAN

CR 8

Male troll barbarian 3

CE Large giant

Init +2; **Senses** darkvision 90 ft., low-light vision; Listen +8, Spot +7; scent, trap sense +1

Languages Giant

AC 16, touch 11, flat-footed 14; uncanny dodge

hp 100 (9 HD); regeneration 5

Fort +14, **Ref** +5, **Will** +4

Spd 40 ft.

Melee mwk greatclub +14/+9 (2d8+9) or

Melee 2 claws +12 (1d6+6) and bite +7 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk Options rend (2d6+9)

Special Actions rage 1/day (11 rounds)

Abilities Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Feats Alertness, Iron Will, Track, Weapon Focus (greatclub)

Skills Listen +8, Spot +7, Survival +3

Possessions mwk greatclub

Rage (Ex) When the troll barbarian rages, his statistics change as follows:

AC: 14, touch 9, flat-footed 12

hp: 118

Fort +16, **Will** +6

Melee Large mwk greatclub +16/+11 (2d8+12) or

Melee 2 claws +14 (1d6+8) and bite +9 (1d6+4)

Abilities Str 27, Con 27

VAMPIRE AVENGER

CR 11

Male civilized human vampire fighter 4/cleric 5 of Sargonnas

LE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common, Nerakese

AC 24, touch 14, flat-footed 20; Dodge

hp 58 (9 HD); fast healing 5; **DR** 10/silver and magic

Immune undead traits

Resist cold 10, electricity 10; turn resistance +4

Fort +10, **Ref** +8, **Will** +10

Spd 20 ft. (+1 *chainmail*); base 30 ft.

Melee +1 *greataxe* +15/+10 (1d12+12/x3) or

Melee slam +12 (1d6+6 plus energy drain)

Base Atk +7; **Grp** +10

Atk Options Combat Reflexes, Power Attack

Special Actions blood drain, children of the night, dominate (Will DC 17), energy drain (1/round), rebuke undead 6/day (+5, 2d6+8, 5th)

Combat Gear *potion of invisibility* (2)

Cleric Spells Prepared (CL 5th, +13 melee touch, +11 ranged touch)

3rd—*dispel magic*, *prayer*, *magic vestment*^D

2nd—*bull's strength*, *darkness*, *desecrate*, *spiritual weapon*^D

1st—*bless*, *divine favor*, *doom* (DC 14), *inflict light wounds* (DC 14), *magic weapon*^D

0—*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*

^D: Domain spell. **Domain** Fire, War

Spell-Like Abilities (CL 5th):

At will—*gaseous form*

Abilities Str 22, Dex 18, Con —, Int 12, Wis 17, Cha 16

SQ alternate form, create spawn, spider climb

Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative^B, Iron Will, Lightning Reflexes, Power Attack^B, Spell Focus (transmutation), Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Bluff +14, Climb +13, Concentration +5, Hide +12, Intimidate +10, Jump +9, Knowledge (religion) +6, Listen +13, Move Silently +12, Search +9, Sense Motive +11, Spellcraft +6, Spot +13, Swim +13

Possessions +1 chainmail, +1 greataxe

WATCH OFFICER

CR 10

Male or female civilized human fighter 10

LE Medium humanoid

Init +4; **Senses** Listen +2, Spot +2

Languages Common, Nerakese, Ogre

AC 23, touch 10, flat-footed 23

hp 71 (10 HD)

Fort +8, **Ref** +3, **Will** +2

Spd 20 ft. (+2 full plate); base 30 ft.

Melee +2 longsword +16/+11 (1d8+7/17-20)

Base Atk +10; **Grp** +13

Atk Options Cleave, Great Cleave, Mounted Combat, Power Attack, Ride-by Attack

Abilities Str 17, Dex 10, Con 13, Int 12, Wis 8, Cha 14

Feats Alertness, Cleave^B, Great Cleave, Improved Critical (longsword), Improved Initiative, Mounted Combat^B, Power Attack^B, Ride-by Attack^B, Skill Focus (Intimidate)^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Climb +4*, Handle Animal +8, Intimidate +15, Jump +2*, Knowledge (local) +3, Knowledge (nobility) +3, Listen +2, Ride +12, Sense Motive +1, Spot +2

* includes armor check penalty

Possessions +2 full plate, +1 heavy steel shield, +2 longsword

Wemic Fighters

CR 9

Male wemic fighter 6

N Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft; Listen +4, Spot +4

Languages Common, Sylvan

AC 19, touch 12, flat-footed 16

hp 109 (11 HD)

Fort +11, **Ref** +9, **Will** +5

Spd 40 ft.

Melee mwk greatclub +17/+12/+7 (2d8+9) and claw +10 (1d6+3) or **Melee** 2 claws +15 (1d6+5)

Ranged mwk longbow +14/+9/+4 (2d6/x3) or

Ranged mwk longbow +12/+12/+7/+2 (2d6/x3) with Rapid Shot

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +20

Atk Options Cleave, Point Blank Shot, Power Attack, Rapid Shot

Abilities Str 21, Dex 16, Con 18, Int 10, Wis 8, Cha 10

Feats Alertness, Cleave^B, Point Blank Shot, Power Attack^B, Rapid Shot, Stealthy, Weapon Focus (greatclub)^B, Weapon Specialization (greatclub)^B

Skills Climb +9, Hide +1, Jump* +16, Intimidate +6, Listen +4, Move Silently +8, Spot +4, Survival +1

Possessions bracers of armor +3, mwk greatclub, mwk longbow and quiver of 20 arrows

Skills Wemics have a +8 racial bonus on Jump checks.

White Legion Elite Kapak

CR 9

Male kapak draconian fighter 3/rogue 2

NE Medium dragon

Init +4; **Senses** darkvision 60 ft, low-light vision; Listen +9, Spot +9

Languages Common

AC 20, touch 14, flat-footed 16; Dodge

hp 46 (7 HD)

Immune disease, sleep, paralysis

SR 16

Fort +8, **Ref** +11, **Will** +4; evasion

Spd 30 ft.; glide, Run

Melee +1 short sword +9/+4 (1d6+3/19-20) and bite +3 (1d4+1 plus poison) or

Ranged +1 frost light crossbow +10 (1d8+1/19-20 plus 1d6 cold)

Base Atk +6; **Grp** +8

Attack Options death throes, Point Blank Shot, Power Attack, sneak attack +2d6

Special Actions saliva

Abilities Str 15, Dex 18, Con 15, Int 10, Wis 10, Cha 14

SQ inspired by dragons, low metabolism, trapfinding

Feats Alertness, Dodge, Power Attack^B, Point Blank Shot^B, Stealthy, Run^B

Skills Bluff +7, Climb +4, Hide +16, Intimidate +8, Jump +6, Listen +9, Move Silently +17, Search +7, Spot +9

Possessions mwk studded leather armor, mwk light wooden shield, +1 short sword, +1 frost light crossbow w/10 bolts

Death Throe (Su) Dissolves into a pool of acid 5 ft in radius, 1d6 points of acid per round for 1d6 rounds.

Saliva (Ex) Poison Fort DC 14; Initial 1d6 Dex/secondary 1d6 Dex. Envenoming is a full round action that provokes an attack of opportunity and lasts for 3 rounds or until successfully strikes opponent.

New Monsters

Wemic

CR 3

N Large monstrous humanoid

Monsters of Faerun

Init +1; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Sylvan.

AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +4 natural, +1 shield)

hp 27 (5 HD)

Fort +2, **Ref** +5, **Will** +4

Speed 40 ft.

Melee club +8(1d8+4) and claw +3 (1d6+2) or

Melee 2 claws +8 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +13

Abilities Str 18, Dex 12, Con 12, Int 11, Wis 11, Cha 9

Feats Alertness, Stealthy

Skills Hide +2, Jump +16, Listen +5, Move Silently +6, Spot +5, Survival +4.

Environment temperate and warm plains.

Organization Solitary, pride (2-16), or tribe (20-200, including 2-8 subchiefs of 2nd-5th level and a chief of 5th-8th level)

Treasure Standard

Advancement by character class; **Favored Class** barbarian; **Level Adjustment** +8

Skills Wemics have a +8 racial bonus on Jump checks.

Wemics are fierce lion-centaurs that roam the rugged valley plains in the Taman Busuk and the southwestern corner of Nordmaar. While neutral, they are pragmatists, and have chosen to side with the Dragon Highlords during



the War of the Lance in order to protect their tribes. This same pragmatism, together with their close connection to the natural world, makes them guileless and unwilling to spend too much time playing with words or politics.

Wemics have the bodies of lions with a humanoid torso that extends upwards from where the lion's neck would be. Their heads are leonine in appearance, with manes of long black hair and faces that combine catlike traits with those of a human's. A typical wemic is 10 feet long, and stands almost 7 feet in height.

STRATEGIES AND TACTICS

Wemics have six pairs of claws, but typically use their humanoid hands to bear weapons such as clubs or spears. In battle, they carry wooden shields and prefer to attack in groups (or prides). If forced to, they will rear up on their hind legs and attack with their foreclaws. Renowned as jumpers, a wemic often seeks to attack from higher ground and gain a measure of surprise by leaping out of hiding.

Wemic Society

Wemics gather in prides, hunting groups of as many as sixteen individuals, some of which are adult males but the greater number being adult females. Each pride belongs to a larger family network, the tribe, lead by a chieftain. Female wemics are typically more skilled at battle than their male counterparts. A chieftain surrounds himself with a personal bodyguard of elite female wemics, for instance, some of which become lovers. Chieftains are always male, given the task of leading prides in war. If a chieftain dies, his subchiefs must win over the chieftain's bodyguards, who elect the next chieftain out of their ranks.

Noncombatant wemics, such as the elderly or those that are not fully mature, are responsible for much of the day-to-day work in the nomadic settlements. Wemics are adverse to laziness and do not see sickness or infirmity as an excuse not to find some important duty within the tribe. Lorekeepers, healers, and caregivers are often wemics too old, too frail, or too weak to act as hunters or warriors.

Wemics as Characters

Wemics possess the following racial traits.

- **+8 Strength, +2 Dexterity, +2 Constitution, -2 Charisma.**

Wemics are as powerful, graceful, and tough as lions, but their pragmatic and guileless natures make them appear standoffish or blunt.

- **Large size:** -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium quadrupeds (or three times that of Medium humanoids). Wemic armor costs four times and weighs twice as much as a comparable suit of Medium armor.

- **Space/Reach:** Wemics have a space of 10 feet, and a reach of 5 feet.

- A wemic's base land speed is 40 feet.

- Darkvision out to 60 feet.

- **Racial Hit Dice:** A wemic begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throws of Fort +1, Ref +4, and Will +4.

- **Racial Skills:** A wemic's monstrous humanoid Hit Dice give him skill points equal to 8 x (2 + Int modifier). His class skills are Hide, Jump, Listen, Move Silently, Spot, and Survival. Wemics gain a +8 racial bonus on Jump checks.

- **Racial Feats:** A wemic's monstrous humanoid Hit Dice give him two feats. Alertness and Great Fortitude are typical choices. A wemic gains proficiency in all Simple weapons as well as longsword, longbow, composite longbow, shortbow, and composite shortbow.

- **Natural Attacks:** A wemic may use his claws as natural weapons, making two attacks that deal 1d6 points of damage each. A wemic can attack with a weapon at his normal attack bonus and make a single claw attack as a secondary attack.

- +4 natural armor bonus.

- **Automatic Languages:** Common, Sylvan. Bonus languages: Nerakese, Nordmaarian, Goblin, Ogre.

- **Favored Class:** Barbarian.

- **Level Adjustment:** +3. A wemic has an effective character level (ECL) of 8 + his class levels.

APPENDIX TWO: PREGENERATED HEROES

This appendix includes statistics blocks for the Heroes of the Lance as they are at the beginning of *Dragons of Spring*. They may be used as pregenerated characters, or you might choose to use them as NPCs or incidental characters if the players are using their own heroes.

Note: These stat blocks differ slightly from those in **Appendix I**, because the skill ranks are provided. You may find this to be useful when advancing the heroes throughout the adventure.

HEROES AVAILABLE AS PLAYER CHARACTERS IN CHAPTER NINE: DREAMS

If you are running this adventure with only four players, you may want to provide the players with the stat blocks for Tanis (the Leader), Raistlin (the Sage), Goldmoon (the Prophet), and Tika (the Ingenue) and either advance them by two levels (Tanis +2 levels fighter, Raistlin +2 levels Wizard of High Sorcery prestige class, Goldmoon +2 levels chorister prestige class (or cleric), and Tika +1 level each of fighter and rogue) or have the other four characters remain with the party as NPCs. A third option, which can be quite rewarding, is to assign two heroes to each player, with the following combinations being ideal: Tanis/Kronn (after Chapter 10), Raistlin/Caramon, Goldmoon/Riverwind, Tika/Serinda (after Chapter 10).

Two additional characters may be acquired in **Chapter Nine**, the elven princess Alhana Starbreeze and the druid Waylorn Wyvernsbane. Alhana may be played from the beginning, in Tarsis, although you should take the player aside and explain her role in this first chapter of the adventure. Once the goals of **Chapter Nine** are completed, Alhana may continue on as a player hero, or remain in Silvanesti (her player taking control of Serinda or Kronn in the next session.) Waylorn must be freed from the Tower of Shalost before he is available for play, but makes a fine addition to the team as a second character for a player, or for a player who has lost their hero to a particularly challenging combat. Like Serinda and Kronn, Alhana and Waylorn remain as NPCs in the adventure if they are not player heroes.

ALHANA STARBREEZE

CR 9

Female Silvanesti elf noble 4/fighter 5

LG Medium humanoid

Init +1; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +6, Spot +4

Languages Common, Dwarven, Elven, Kenderspeak, Khurish

AC 20, touch 11, flat-footed 19

hp 53 (9 HD)

Immune sleep

Fort +7, **Ref** +6, **Will** +5 (+7 against enchantments)

Speed 30 ft.

Melee +2 *longsword* +11/+6 (1d8+2/19-20) or

Ranged +1 *shortbow* +10/+5 (1d6+1/x3)

Base Atk +8; **Grp** +8

Atk Options Combat Expertise, Point Blank Shot

Special Actions inspire confidence 2/day

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 11, Cha 16

SQ bonus class skill (Handle Animal), coordinate +1, favor +2

Feats Combat Expertise^B, Mounted Archery^B, Leadership, Mounted Combat, Point Blank Shot, Skill Focus (Diplomacy), Weapon Focus (longsword)^B

Skills Appraise 4/+7, Bluff 5/+8, Climb 8/+7*, Diplomacy 8/+18, Gather Information 4/+7, Handle Animal 10/+13, Intimidate 8/+13, Jump 8/+7*, Knowledge (arcana) 0/+4, Knowledge (nobility and royalty) 4/+7, Listen 4/+6, Move Silently 0/+5*, Ride 10/+13, Search 3/+7, Sense Motive 6/+6, Spellcraft 0/+4, Spot 2/+4

* includes -1 armor check penalty

Possessions +2 *elven chain*, +1 *light steel shield*, +2 *longsword*, +1 *shortbow* w/ 20 arrows, *boots of elvenkind*, *Starjewel*

CARAMON MAJERE

CR 9

Male civilized human fighter 9

LG Medium humanoid

Init +0; **Senses** Listen +0, Spot +3

Languages Abanasinian, Camptalk, Common

AC 20, touch 10, flat-footed 20

hp 85 (9 HD); Diehard

Fort +9, **Ref** +3, **Will** +3

Spd 20 ft. (+1 *chainmail*); base 30 ft.

Melee +1 *ghost touch longsword* +16/+11 (1d8+8/19-20) or

Melee mwk dagger +15/+10 (1d4+5/19-20) or

Melee unarmed strike +14/+9 (1d3+5)

Base Atk +9; **Grp** +14

Atk Options Cleave, Great Cleave, Improved Bull Rush, Improved Unarmed Strike, Power Attack

Abilities Str 20, Dex 11, Con 17, Int 12, Wis 11, Cha 15

Feats Cleave, Diehard, Endurance, Great Cleave^B, Improved Bull Rush, Improved Unarmed Strike, Power Attack^B, Quick Draw^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Handle Animal 8/+10, Intimidate 10/+12, Ride 10/+10, Search 3/+4, Spot 3/+3, Survival 4/+4

Possessions +2 *chainmail*, +2 *light steel shield*, +1 *ghost touch longsword*, mwk dagger, backpack, waterskin, whetstone

GOLDMOON

CR 5

Female nomadic human cleric 8 of Mishakal/chorister 1

LG Medium humanoid

War of the Lance (Charming feat, chorister prestige class)

Init +2; **Senses** Listen +4, Spot +4

Languages Abanasinian, Common, Plainsfolk

AC 18, touch 14, flat-footed 16

hp 47 (9 HD)

Fort +7, **Ref** +6, **Will** +14; evasion (*ring*)

Spd 30 ft.

Melee +1 *quarterstaff* +9/+4 (1d6+2) or

Ranged +1 *sling* +9/+4 (1d4+2)

Base Atk +6; **Grp** +7

Special Actions sacred music, turn undead 6/day (+3, 2d6+11, 8th)

Cleric Spells Prepared (CL 8th, CL 9th w/healing and good spells, +7 *melee touch*, +8 *ranged touch*)

4th—*dismissal*, *divine power*, *holy smite*^P (DC 18), restoration
3rd—*daylight*, *magic circle against evil*^P, *remove curse*, *remove disease*, *searing light*

2nd—*aid*^P, *calm emotions* (DC 16), *delay poison*, *enthrall* (DC 18), *lesser restoration*

1st—*bles*, *divine favor*, *protection from evil*^P, *remove fear*, *sanctuary* (DC 15), *shield of faith*

0—*detect magic*, *flare* (DC 14), *lullaby*, *message*, *purify food and drink*, *resistance*

^D Domain spell. **Domains:** Good, Healing

Combat Gear *potion of cure serious wounds* (CL 8th), *potion of shield of faith* +3 (CL 8th)

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 18, Cha 17

SQ spontaneous casting (*cure* spells)

Feats Brew Potion, Charming, Empower Spell, Iron Will, Weapon Focus (quarterstaff)

Skills Bluff 0/+5, Concentration 4/+5, Diplomacy 8/+13, Heal 10/+14, Knowledge (religion) 10/+11, Perform (lute) 8/+11, Sense Motive 4/+8, Survival 3/+7

Possessions +2 leather armor, +1 quarterstaff, +1 sling and 10 sling bullets, medallion of faith (Mishakal), cloak of resistance +2, ring of protection +2, ring of evasion, healer's kit, mwk lute, waterskin, blanket

Bardic Spells Goldmoon adds the 0-level bard spells to her cleric spell list.

Sacred Music (Su) Once a day, as a standard action, Goldmoon may use her music to produce sacred effects. The effects she knows are as follows:

Antiphon (Su) Goldmoon may use her music to counter the power of other divine spellcasters. Each round she maintains this effect, she makes a Perform check. Any creature within 30 feet of Goldmoon, including Goldmoon herself, who is affected by a divine spell effect and who can hear the music may use Goldmoon's Perform check result in place of a saving throw against that spell effect, even if they have already failed a saving throw on a previous round. Goldmoon may maintain this ability for up to 4 rounds.

Aria (Su) Goldmoon may lift the spirits of her allies with her song. She grants a +1 morale bonus to saving throws against charm and fear effects and on attack and damage rolls. This is a mind-affecting ability that only benefits allies who can hear Goldmoon, and lasts for as long as she remains singing and for 5 rounds afterward.

Psalmody (Su) By spending at least one full round singing and playing an instrument, Goldmoon may charge her divine spells with additional power. For up to five rounds after she stops singing, Goldmoon may Empower or Extend any divine spell she casts even if she does not possess the appropriate metamagic feat, and without altering the level of the spell. Once she uses this ability to affect a spell, the effect ends.

RAISTLIN MAJERE

CR 5

Male civilized human wizard 6/Wizard of High Sorcery 3

N Medium humanoid

War of the Lance (Spellcasting Prodigy feat)

Init +3; **Senses** Listen +1, Spot +1

Languages Abanasinian, Common, Elven, Magius, Solamnic

AC 16, touch 16, flat-footed 13

hp 26 (9 HD)

Fort +4, **Ref** +8, **Will** +13

Spd 30 ft.

Melee *staff of Magius* +5 (1d6+1) or

Melee *dagger of Magius* +6 (1d4+2/19-20)

Base Atk +4; **Grp** +3

Wizard Spells prepared (CL 9th, +3 melee touch, +7 ranged touch)

5th—*teleport*

4th—*charm monster* (DC 19), *dimension door*, *wall of fire*

3rd—*deep slumber* (DC 18), *lightning bolt* (DC 17), *slow* (DC 17), *wind wall*

2nd—*darkness*, *detect thoughts* (DC 16), *mirror image*, *scorching ray*, *web* (DC 16),

1st—*burning hands* (DC 15), *charm person* (DC 16), *comprehend languages*, *identify*, *magic missile*, *sleep* (DC 16)

0—*detect magic*, *ghost sound* (DC 14), *prestidigitation*, *read magic*

Combat Gear *potion of resist acid* 20 (2), *potion of resist cold* 20 (2), *potion of resist electricity* 20 (2), *potion of resist fire* 20 (2), arcane scroll (CL 9th): *cone of cold* (DC 19), *haste*, *water breathing*, *wand of invisibility* (20 charges)

Abilities Str 9, Dex 16, Con 9, Int 19, Wis 12, Cha 10

SQ arcane research +1, moon magic, order secret (magic of independence), tower resources

Feats Brew Potion^B, Combat Casting, Iron Will, Magical Aptitude, Scribe Scroll^B, Spell Focus (enchantment), Spellcasting Prodigy^B

Skills Concentration 8/+7 (+11 cast defensively), Decipher Script 5/+9, Heal 2/+3, Knowledge (arcana) 12/+18, Knowledge (history) 12/+16, Profession (herbalist) 9/+10, Search 1/+5, Sleight of Hand 3/+6, Spellcraft 12/+21, Use Magic Device 3/+3 (+7 w/scrolls)

Possessions combat gear plus *dagger of Magius*, *staff of Magius*, *cloak of resistance* +2, red robes, herbalist's supplies, scrolls, ink, writing supplies, spellbook

Spellbook prepared spells plus all 0-level spells; 1—*endure elements*, *floating disk*, *magic missile*, *silent image*, *summon monster I*, *true strike*; 2—*gust of wind*, *protection from arrows*, *resist energy*, *see invisibility*, *whispering wind*; 3—*arcane sight*, *haste*, *protection from energy*, *water breathing*; 4—*fire shield*, *mnemonic enhancer*, *polymorph*; 5—*cone of cold*, *overland flight*

RIVERWIND

CR 9

Male nomadic human barbarian 6/ranger 3

NG Medium humanoid

Init +7; **Senses** Listen +11, Spot +11

Languages Abanasinian, Common, Plainsfolk

AC 19, touch 15, flat-footed 16; improved uncanny dodge, Two-Weapon Defense

hp 77 (9 HD)

Resist fire 10 (*ring*)

Fort +10, **Ref** +8, **Will** +5

Spd 40 ft.

Melee +1 *keen longsword* +12/+7 (1d8+5/17-20) and mwk kukri +12 (1d4+2/18-20) or

Ranged mwk comp longbow +13/+8 (1d8+5/x3) w/+1 arrows

Base Atk +9; **Grp** +13

Atk Options Combat Reflexes

Special Actions combat style (two-weapon), favored enemy animals +2, rage 2/day (7 rounds)

Abilities Str 18, Dex 16, Con 14, Int 13, Wis 15, Cha 11

SQ trap sense +2, wild empathy +3

Feats Alertness, Combat Reflexes, Endurance^B, Improved Initiative, Lightning Reflexes, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B

Skills Climb 8/+12, Handle Animal 3/+3, Intimidate 8/+8, Jump 8/+12, Knowledge (nature) 5/+8, Listen 7/+11, Move Silently 8/+11, Profession (herder) 5/+7, Search 3/+4, Spot 7/+11, Survival 8/+10 (+12 aboveground), Swim 8/+12

Possessions +2 leather armor, +1 *keen longsword*, mwk kukri, mwk composite longbow (Str +4) with 20 +1 arrows, *ring of protection* +2, *minor ring of fire resistance*, backpack, camp gear

Rage (Ex) When Riverwind rages, his statistics change as follows

AC 17, touch 13, flat-footed 14

hp 95 (7 HD)

Fort +12, Will +6

Melee +1 *keen longsword* +14/+9 (1d8+7/17-20) and mwk kukri +14 (1d4+3/18-20)

Grp +15

Abilities Str 22, Con 18

Skills Climb +14, Jump +14, Swim +14

Tanis Half-Elven

CR 9

Male half-elf fighter 8/ranger 1

NG Medium humanoid (elf)

War of the Lance (Quick-Thinking feat)

Init +5; Senses elvensight (darkvision 30 ft., low-light vision); Listen +6, Spot +9

Languages Common, Dwarven, Goblin, Elven

AC 17, touch 13, flat-footed 14

hp 58 (9 HD)

Immune sleep

Resist +3 on saves against spells, breath weapons, and special abilities of dragons (*Wyrmslayer*)

Fort +9, Ref +7, Will +4 (+6 against enchantment spells)

Spd 30 ft.

Melee *Wyrmslayer* +15/+10 (1d8+6/19-20) or

Ranged +1 *composite longbow* +14/+9 (1d8+4/x3) or

Ranged +1 *composite longbow* +12/+12/+7 (1d8+4/x3) with Rapid Shot or

Ranged +1 *composite longbow* +8 (3d8+12/x3) with Manyshot (3 arrows)

Base Atk +9; Grp +12

Atk Options favored enemy dragons +2, Manyshot, Point Blank Shot, Rapid Shot

Abilities Str 16, Dex 17, Con 12, Int 12, Wis 14, Cha 17

SQ wild empathy +4

Feats Alertness, Endurance, Leadership, Manyshot^B, Point Blank Shot^B, Precise Shot^B, Quick-Thinking, Rapid Shot^B, Track^B, Weapon Focus (longbow)^B

Skills Craft (bowyer) 2/+3, Diplomacy 4/+9, Gather Information 0/+5, Listen 1/+6, Search 5/+7, Speak Language (Dwarven), Spot 2/+9, Survival 6/+8

Possessions +2 *leather armor*, *Wyrmslayer* (+3 *dragon bane longsword*), +1 *composite longbow* (Str +3) with 20 arrows, daggers (3), *cloak of Charisma* +2, backpack, camp gear

Tika Waylan

CR 9

Female civilized human rogue 4/fighter 5

NG Medium humanoid

War of the Lance (Improvise Weapon, Greater Improvise Weapon, and Stubborn feats)

Init +3; Senses Listen +1, Spot +11

Languages Abanasinian, Common

AC 23, touch 15, flat-footed 20; uncanny dodge; Dodge, Mobility hp 57 (9 HD)

Resist fire 10

Fort +6, Ref +8, Will +4; evasion

Spd 30 ft.

Melee +2 short sword +13/+8 (1d6+4/19-20) or

Melee frying pan +10/+5 (1d8+2) or

Melee shield bash +10/+5 (1d6+1)

Base Atk +8; Grp +10

Atk Options sneak attack +2d6, Greater Improvise Weapon (no penalty for using improvised weapons), Spring Attack

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 14

SQ trap sense +1, trapfinding

Feats Dodge^B, Greater Improvise Weapon^B, Improved Shield

Bash^B, Improvise Weapon, Mobility, Spring Attack, Stubborn, Weapon Focus (short sword)

Skills Appraise 5/+5, Bluff 10/+12, Hide 10/+13, Intimidate 10/+16, Move Silently 10/+13, Open Lock 10/+13, Profession (barmaid) 10/+11, Sleight of Hand 10/+15, Spot 10/+11

Possessions +2 *chain shirt*, +1 *light steel shield*, +2 *short sword*, frying pan (as heavy mace), *minor ring of fire resistance and protection* +2 (her father's ring)

Waylorn Wyvernbane

CR 9

Male civilized human druid 8 of Habbakuk/barbarian 1

NG Medium humanoid

Init +1; Senses Listen +5, Spot +5

Languages Common, Elven, Solamnic

AC 18, touch 11, flat-footed 17

hp 56 (9 HD)

Fort +10, Ref +3, Will +9; resist nature's lure

Speed 40 ft.; trackless step

Melee +2 *scimitar* +8/+3 (1d6+1/18-20) or

Melee *rod of the python* +7/+2 (1d6) or

Melee +1 *shortspear* +7/+2 (1d6)

Base Atk +7; Grp +6

Special Actions rage 1/day (7 rounds), spontaneous casting (*summon nature's ally* spells), wild shape (Small, Medium, or Large) 3/day

Druid Spells Prepared (CL 8th, +5 melee touch, +7 ranged touch)

4th—*antiplant shell*, *flame strike* (DC 17)

3rd—*call lightning* (DC 16), *cure moderate wounds*, *neutralize poison*, *protection from energy*

2nd—*barkskin* (+3), *bear's endurance*, *bull's strength*, *soften earth and stone*

1st—*calm animals*, *endure elements*, *entangle* (DC 14), *jump*, *produce flame*

0—*create water*, *cure minor wounds*, *detect poison*, *know direction*, *purify food and drink*, *resistance*

Abilities Str 8, Dex 13, Con 14, Int 9, Wis 16, Cha 14

SQ animal companion (black bear), nature sense, wild empathy +9

Feats Brew Potion, Combat Casting, Natural Spell, Spear of Doom, Spell Penetration

Skills Concentration 4/+6, Handle Animal 6/+9, Heal 6/+9, Knowledge (nature) 6/+9, Listen 7/+10, Spot 7/+10, Survival 9/+14

Possessions +2 *wild leather armor*, light wooden shield, +2 *scimitar*, +1 *shortspear*, *rod of the python*, *amulet of natural armor* +2

Colbert, Black Bear Companion

CR —

N Medium animal

Init +1; Senses low-light vision, scent; Listen +4, Spot +4

AC 15, touch 11, flat-footed 14

hp 30 (5 HD)

Fort +6, Ref +5, Will +2

Spd 40 ft.

Melee 2 claws +7 (1d4+4)

Base Atk +3; Grp +7

Abilities Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Feats Endurance, Run

Skills Climb +4, Listen +5, Spot +5, Swim +8

HEROES AVAILABLE AS PLAYER CHARACTERS in CHAPTER TEN: SHADOWS

Serinda and Waylorn become available during **Chapter Ten: Shadows**, when the heroes meet them while traveling in Balifor. Both characters remain NPCs if not chosen as player heroes.

If you choose, you may even offer these two characters to the players at the very beginning of the adventure in Tarsis, but you will need to modify some of the later events to suit, and drop them by one level (-1 level of ranger for Kronn, and -1 level of wizard for Serinda).

KRONN-ALIN THISTLEKNOT

CR 10

Male kender ranger 3/rogue 7

CG Small humanoid

War of the Lance (Street Smart feat)

Init +2; **Senses** Listen +7, Spot +7

Languages Common, Goblin, Kenderspeak

AC 18, touch 13, flat-footed 15; uncanny dodge

hp 33 (10 HD); Diehard

Immune fear

Fort +7, **Ref** +10, **Will** +4 (+8 against frightful presence of dragons); evasion

Speed 30 ft.

Melee +2 *chapak* +12/+7 (1d6+4/x3) as battleaxe or

Ranged +2 *chapak* +12/+7 (1d3+4) as slingshot

Base Atk +8; **Grp** +6

Atk Options combat style (two-weapon), favored enemy goblins +2, sneak attack +4d6

Abilities Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 12

SQ trap sense +1, trapfinding, wild empathy +4

Feats Diehard, Endurance^B, Resist Dragonfear, Street Smart, Track^B, Two-Weapon Fighting^B, Weapon Focus (chapak)

Skills Balance 6/+10 (+14 taunt), Bluff 3/+6, Gather Information 13/+16, Handle Animal 6/+7, Hide 3/+9, Jump 6/+10, Knowledge (geography) 6/+6, Listen 6/+7, Move Silently 10/+22, Open Lock 0/+4, Sleight of Hand 0/+4, Spot 4/+7, Survival 6/+6 (+8 avoid hazards), Tumble 13/+17

Possessions +2 *improved silent moves studded leather*, +2 *chapak*, pouches, various stolen logbooks, spyglass

SERINDA ELDERWOOD

Female Silvanesti elf mariner 6/wizard 4

LG Medium humanoid

Legends of the Twins (revised mariner core class, see sidebar page 239)

Init +5; **Senses** elvensight (darkvision 30 ft., low-light vision); Listen +4, Spot +13

Languages Common, Elven, Kenderspeak, Kothian, Saifumi

AC 17, touch 13, flat-footed 16; back-to-back +1

hp 36 (10 HD)

Immune sleep

Fort +6, **Ref** +7, **Will** +8 (+10 against enchantments)

Spd 30 ft.

Melee +2 *defending rapier* +12/+7 (1d6+2/18-20) or

Ranged mwk shortbow +10/+5 (1d6/x3)

Base Atk +8; **Grp** +8

Atk Options dirty strike +2d4

Wizard Spells Prepared (CL 4th, +8 melee touch, +9 ranged touch)

2nd—*fog cloud*, *scorching ray*, *spider climb*

1st—*animate rope*, *expeditious retreat*, *obscuring mist*, *ray of enfeeblement*

0—*acid splash*, *light*, *mending*, *resistance*

Combat Gear *potion of displacement* (2)

Abilities Str 10, Dex 13, Con 10, Int 16, Wis 15, Cha 15

SQ sailor lore +9, seamanship +2

Feats Combat Casting, Combat Expertise^B, Improved Disarm^B, Improved Initiative, Scribe Scroll^B, Weapon Finesse, Weapon Focus (rapier)

Skills Balance 9/+12, Bluff 9/+11, Climb 9/+11 (+13 with ropes), Concentration 5/+5 (+9 cast defensively), Diplomacy 0/+4, Gather Information 9/+13, Intimidate 0/+4, Knowledge (arcana) 5/+9, Knowledge (local) 9/+12, Listen 0/+4, Profession (sailor) 5/+9, Search 0/+5, Sleight of Hand 0/+3, Spellcraft 5/+11, Spot 9/+13, Swim 9/+9, Tumble 9/+10, Use Rope 9/+10

Possessions combat gear plus *bracers of armor* +4, +2 *defending rapier*, mwk shortbow w/20 arrows, *ring of protection* +2, *minor ring of spell storing* (*disguise self*, *mirror image*), spellbook

Spellbook prepared spells plus all 0-level spells; 1—*disguise self*, *endure elements*, *feather fall*, *hypnotism*, *magic missile*; 2—*cat's grace*, *eagle's splendor*, *mirror image*, *shatter*.

Balifor Regional

10 miles north
to Ogreshield



0 40
Distance in Miles

Flotsam

Blood Bay

Flotsam Harbor

- 1. Town Gates
- 2. Guard Towers
- 3. Marketplace
- 4. The Wharves
- 5. Highmaster Toode's Manor
- 6. Inn of the Saltbreeze
- 7. The Beacon
- 8. The Barracks
- 9. The Prison
- 10. The Jetties
- 11. A Friendly Tavern
- a. The Bloodhawk
- b. The Pink Lady
- c. The Sea Farer
- d. The Hardtimes
- e. The Silver Spear



0 FEET 1000



Sewers of Flotsam



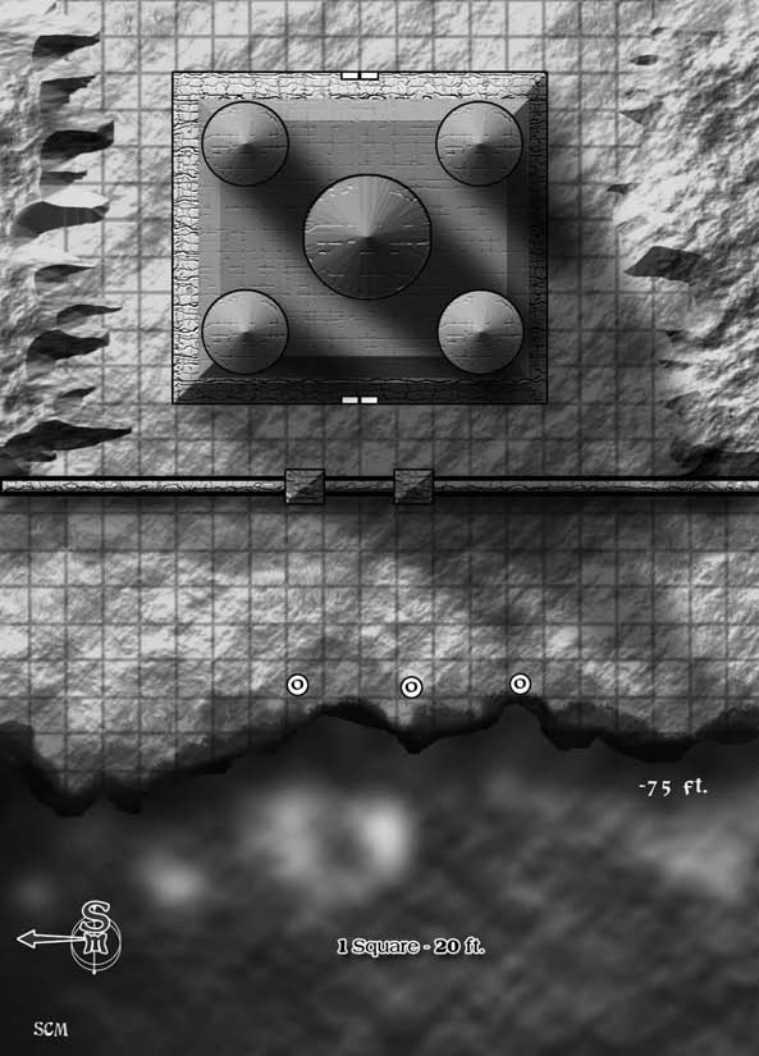
B. Berem

S. Slig Champion

V. Sevil Draanim Rev

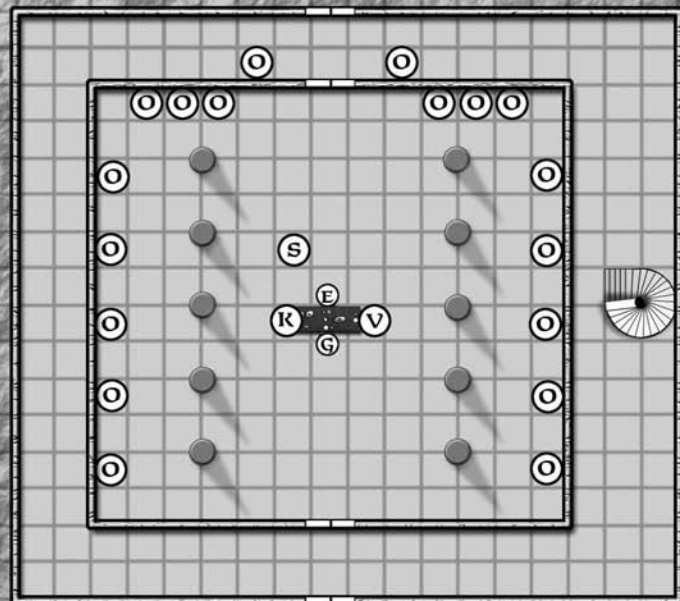
1 Square - 5 ft.

SCM



Ogresfield

1 Square - 10 ft.



Port Balifor

1. City Gate
2. Barracks
3. Pig and Whistle
4. Wharves
5. Waverage Tavern
6. Missionary's Downfall
7. Aelanga's Oils



Bay of Balifor

0 500
Distance in Feet



Teeth of Despair

Wolves approach
from North

Pits (DC 15 Search)

Heroes approach
from South

1 Square - 5ft.

SCM

The Jetties



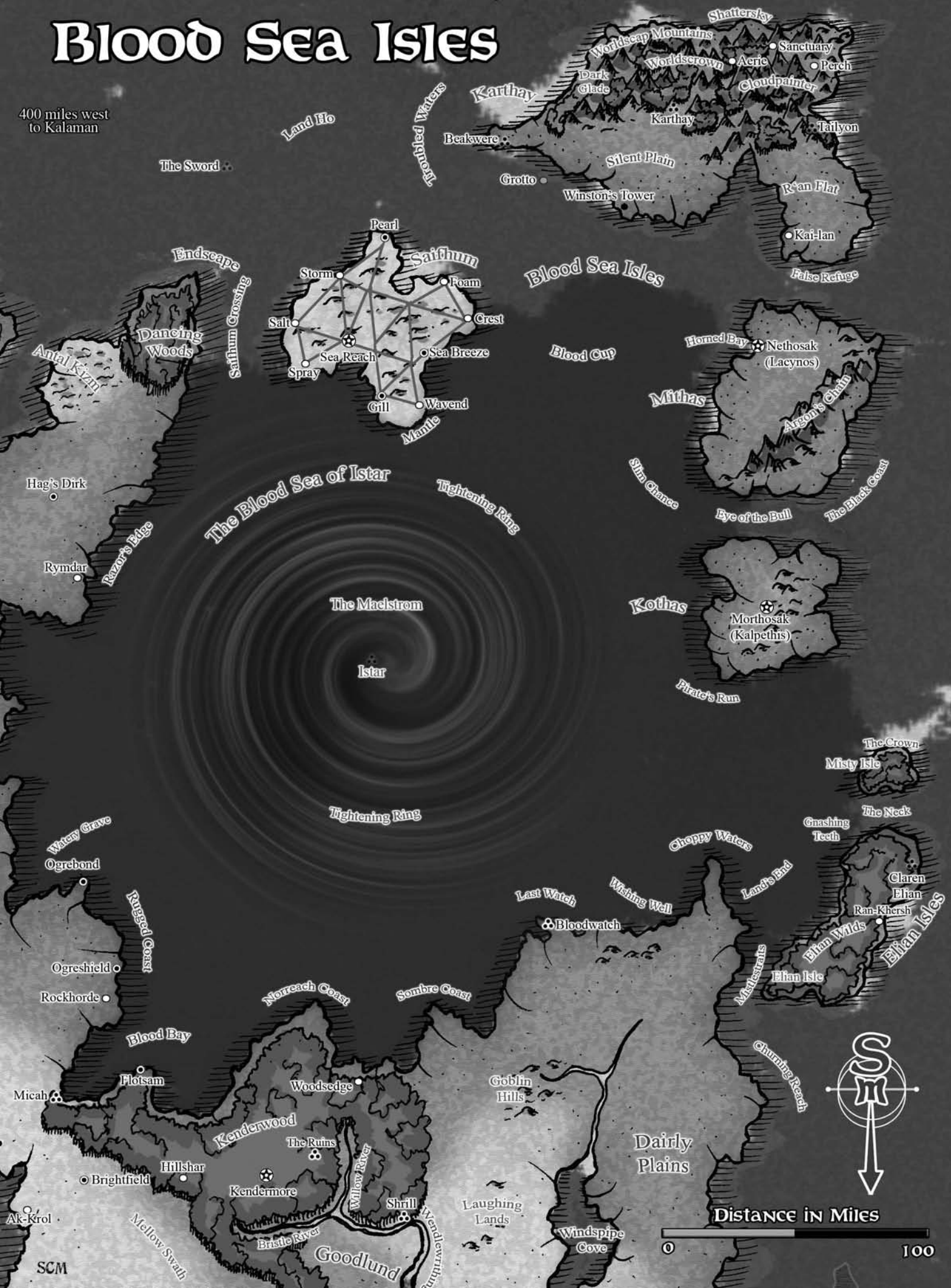
The Jetties



1 Square = 5 ft.

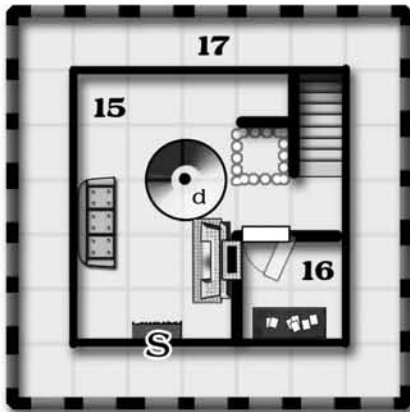
Blood Sea Isles

400 miles west
to Kalamán



Chafka's Tower

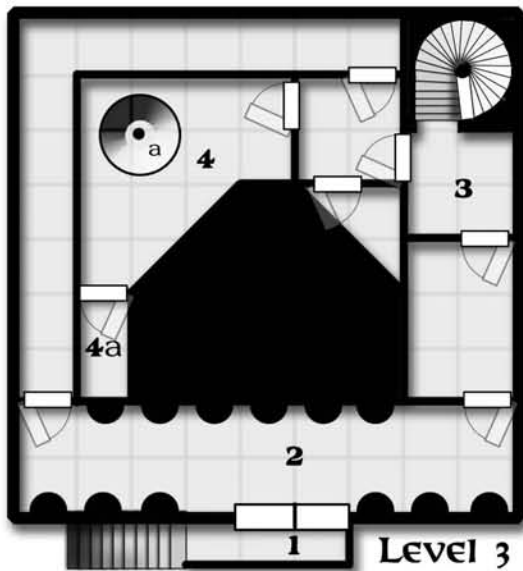
1 square = 5 ft.



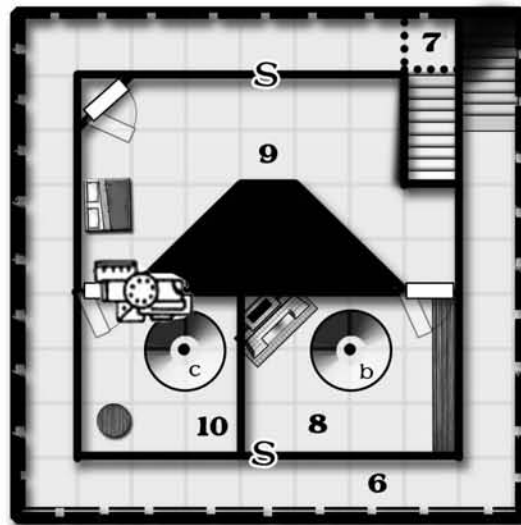
Level 5



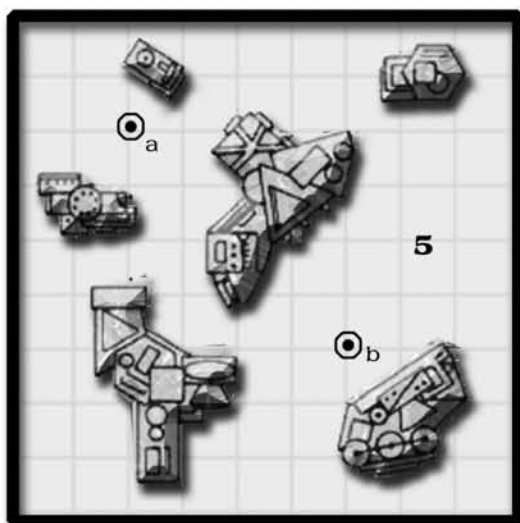
Level 6



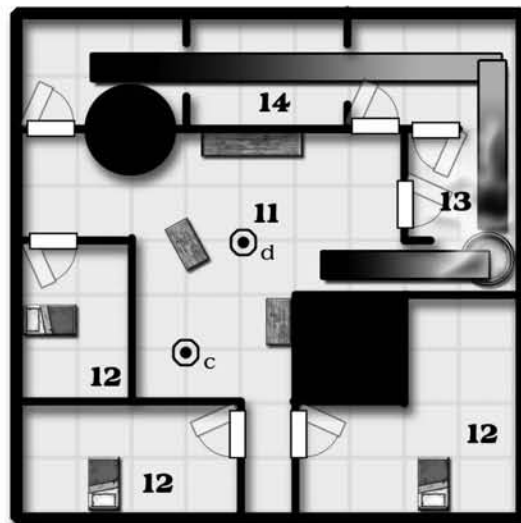
Level 3



Level 4



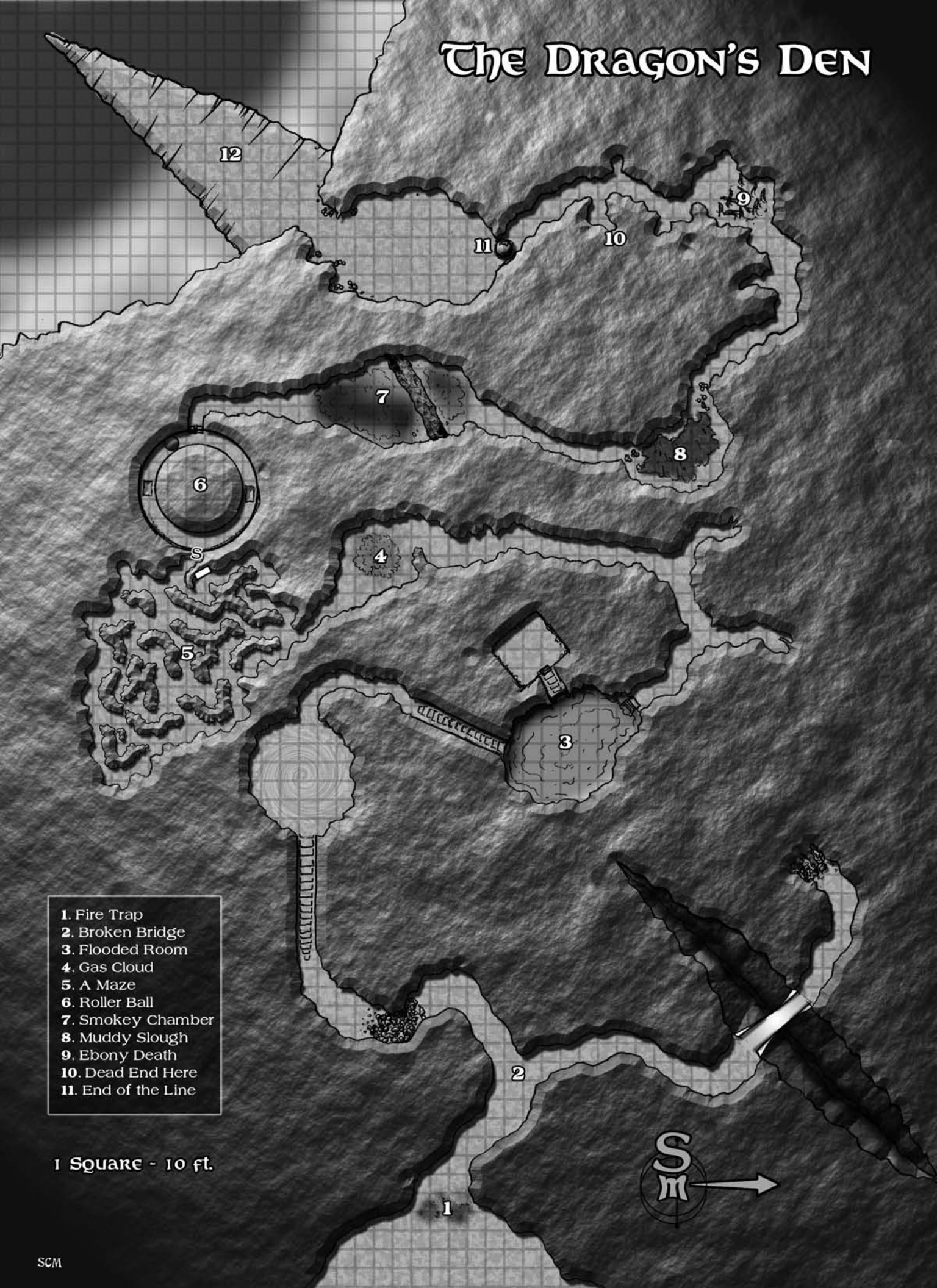
Level 1



Level 2

- 1. Entrance
- 2. Entry Hall
- 3. Moving Stairs
- 4. Cellar Shaft
- 4a. Storage
- 5. Machinery Room
- 6. Arrow Slits
- 7. Ramp Stairs
- 8. Kitchen
- 9. Bed Chamber
- 10. Study
- 11. Workshop
- 12. Guest Rooms
- 13. Laundry Room
- 14. Drying Tunnel
- 15. Living Quarters
- 16. Den
- 17. Watchwalk
- 18. Rooftop

The Dragon's Den



1. Fire Trap
2. Broken Bridge
3. Flooded Room
4. Gas Cloud
5. A Maze
6. Roller Ball
7. Smokey Chamber
8. Muddy Slough
9. Ebony Death
10. Dead End Here
11. End of the Line

1 Square - 10 ft.

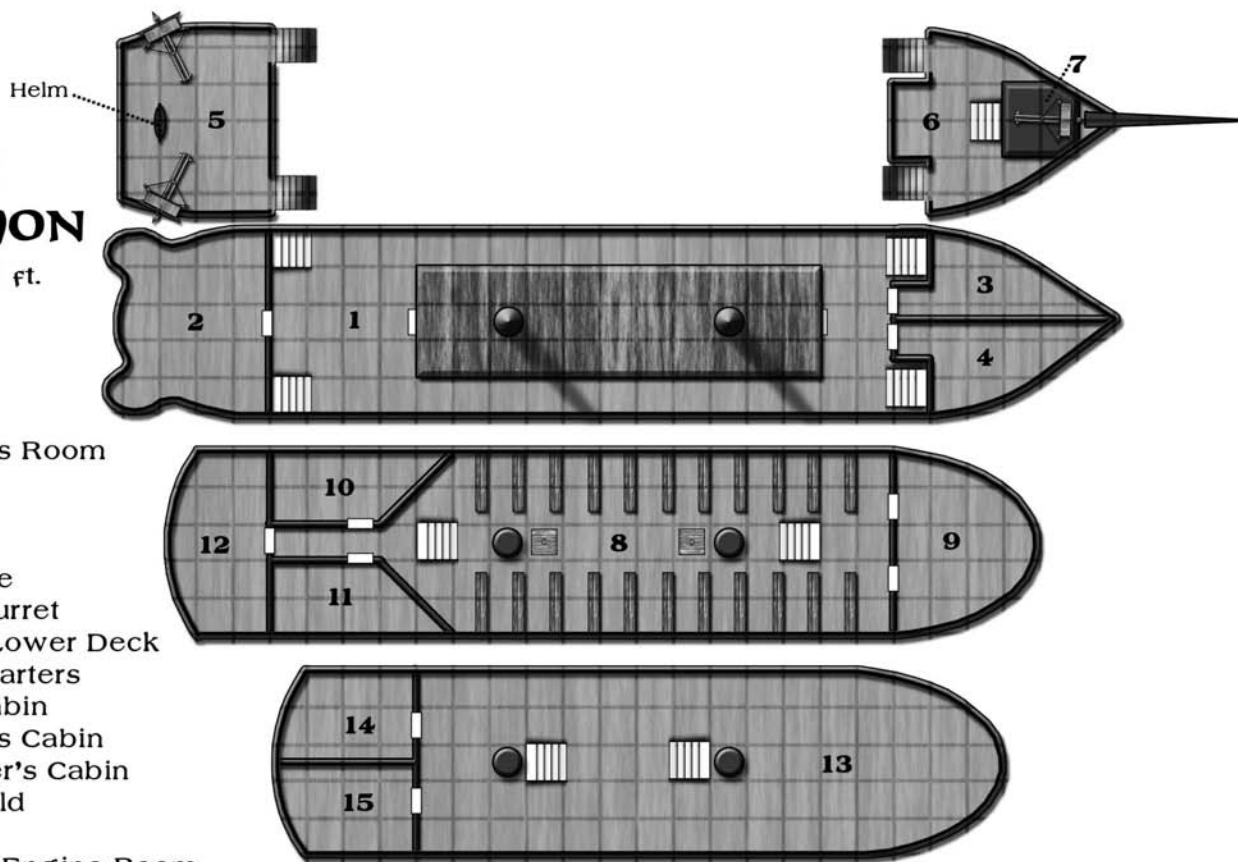
Isle of Karthay



The Perechon

1 square = 5 ft.

1. Main Deck
2. Maquesta's Room
3. Galley
4. Armory
5. Aft Castle
6. Bow Castle
7. Combat Turret
8. Oar Bay, Lower Deck
9. Crew's Quarters
10. Mate's Cabin
11. Engineer's Cabin
12. Passenger's Cabin
13. Cargo Hold
14. The Brig
15. Gnomish Engine Room



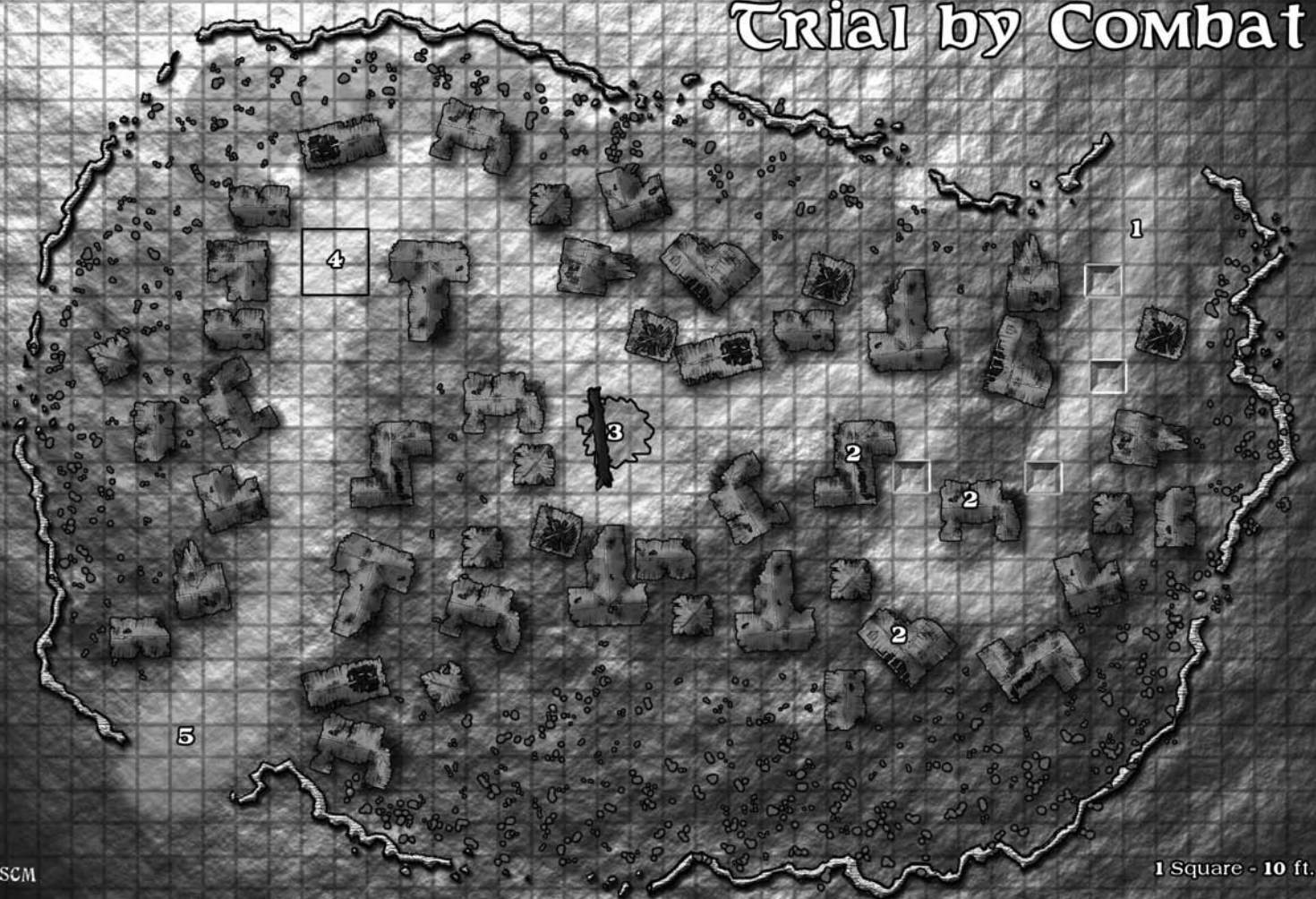
Pit of Istar

1 Square = 10 ft.



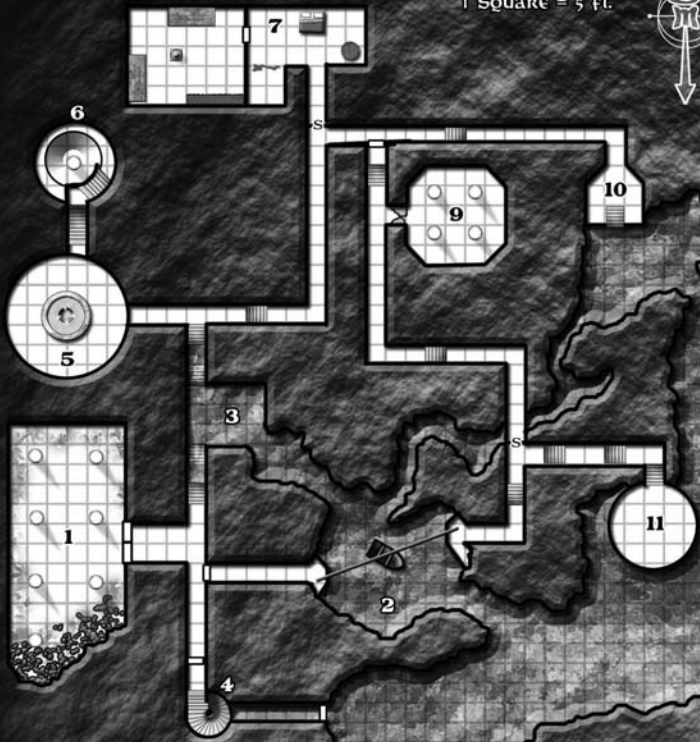
- 1. Coral Cave
- 2. Caverns of Hanged Men
- 3. Hall of the Black Manta
- 4. Ochre Jelles Shaft
- 5. The Invisible Ballet
- 6. Kaal of the Pit's Quarters
- 7. Lacedons' Regeneration Chamber
- 8. Lacedon's Den
- 9. Hall of Mosaics
- 10. Howwan's Grave
- 11. The Sea Hags' Den
- 12. The Pit of Istar
- 13. Lair of the King of the Deep

Trial by Combat



Zebulah's Refuge

1 Square = 5 ft.



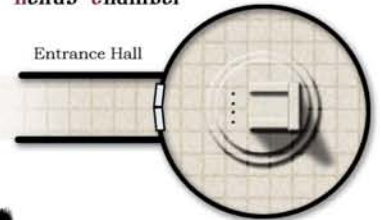
- 1. Old Banquet Hall
- 2. The Coral Cave
- 3. Flooded Tunnel
- 4. Old Stairway
- 5. Magic Fountain

- 6. The Dragonlances
- 7. Zebulah's Room
- 8. Zebulah's Laboratory
- 9. Zebulah's Lounge
- 10. The Meeting Pond
- 11. The Old Tower

The Glitterpalace

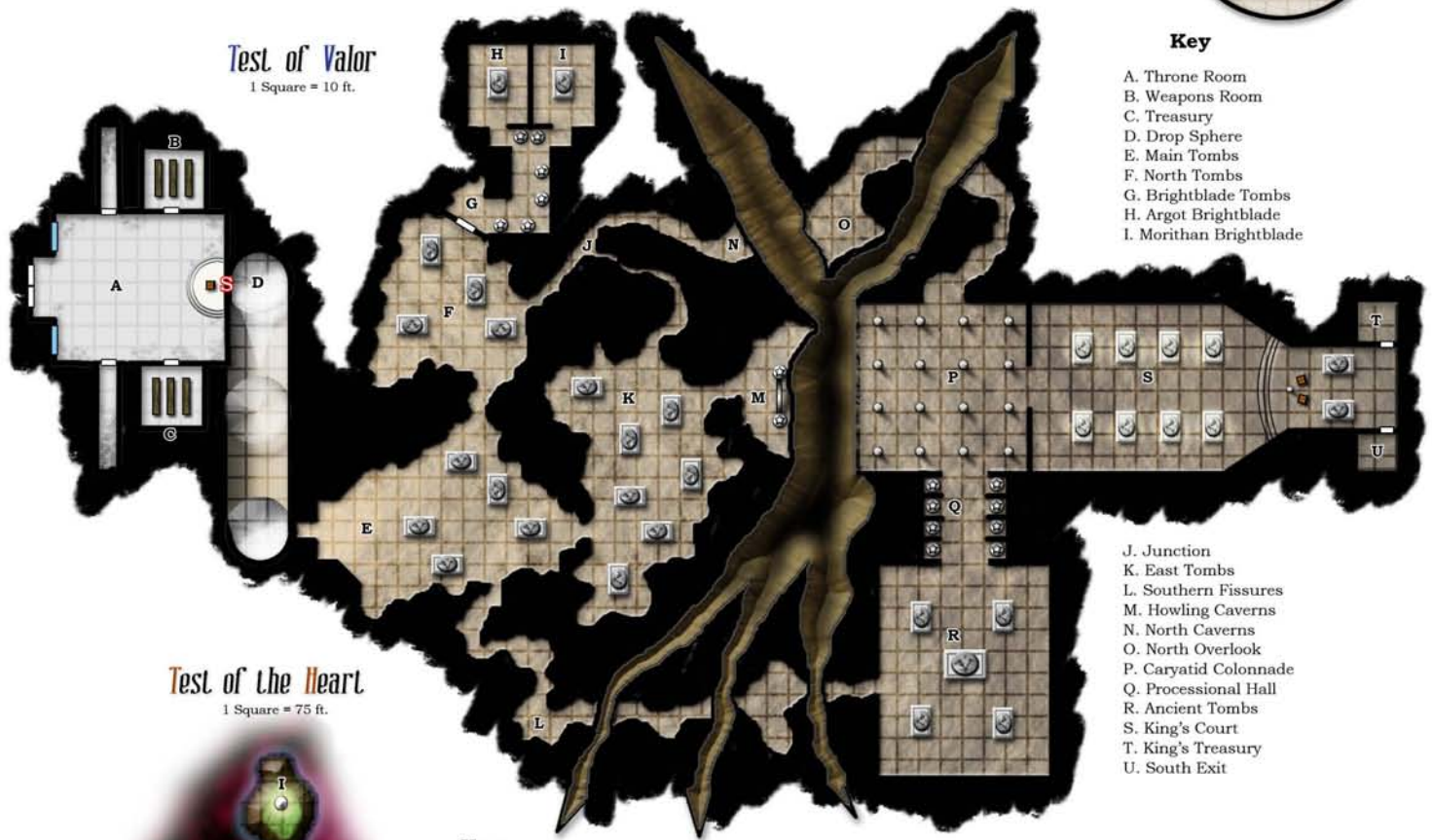
Nexus Chamber Throne Room

Entrance Hall



Test of Valor

1 Square = 10 ft.



Key

- A. Throne Room
- B. Weapons Room
- C. Treasury
- D. Drop Sphere
- E. Main Tombs
- F. North Tombs
- G. Brightblade Tomb
- H. Argot Brightblade
- I. Morithan Brightblade

Test of the Heart

1 Square = 75 ft.

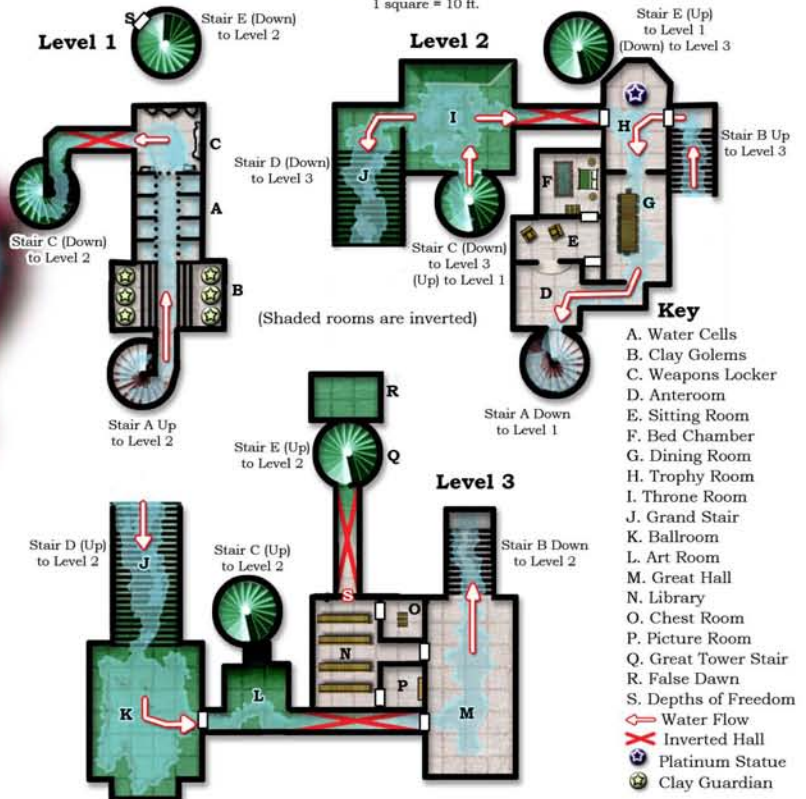


Key

- A. Entry Point
- B. Overlook
- C. Portal
- D. West Moor
- E. East Grove
- F. Dark Bog
- G. The Great Moor
- H. Final Gulf
- I. Pavilion of Light

Test of Wisdom

1 square = 10 ft.



Key

- A. Water Cells
- B. Clay Golems
- C. Weapons Locker
- D. Anteroom
- E. Sitting Room
- F. Bed Chamber
- G. Dining Room
- H. Trophy Room
- I. Throne Room
- J. Grand Stair
- K. Ballroom
- L. Art Room
- M. Great Hall
- N. Library
- O. Chest Room
- P. Picture Room
- Q. Great Tower Stair
- R. False Dawn
- S. Depths of Freedom
- Water Flow
- Inverted Hall
- Platinum Statue
- Clay Guardian

Kalaman

Vingaard River

Kalaman Bay

To
Maelgoth

Main
Gate

LEGEND

1. Castle Kalaman
2. Open-Air Market
3. Mer-Kane Maps
4. Guard Barracks
5. Guild Hall
6. Healer's Home
7. Ducil's Apothecary
8. Fishmarkets

Harbor
Gate

Fisherman's
Gate

Warrior's
Gate



125 Miles
Southeast
to Telvan

SCM

0

5,000

Distance In Feet



125 Miles
Northwest
to Kalamian

Taman Busuk



0 30
Distance In Miles

Telvan

Tower of
Gargath

○
Star
Stones

Jelek

⊕
Ruins of
Godshome

Godshome

Neraka

BROKEN CHAIN

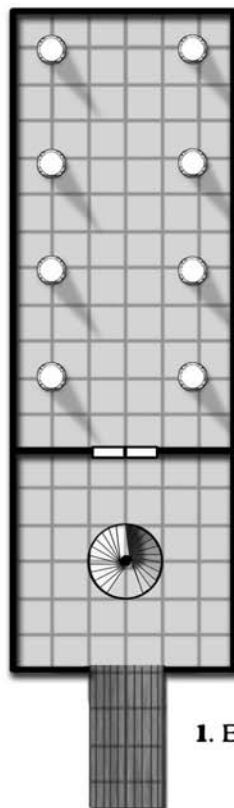
UNDER CONSTRUCTION

1 Square = 5 ft.

4. The Great Hall



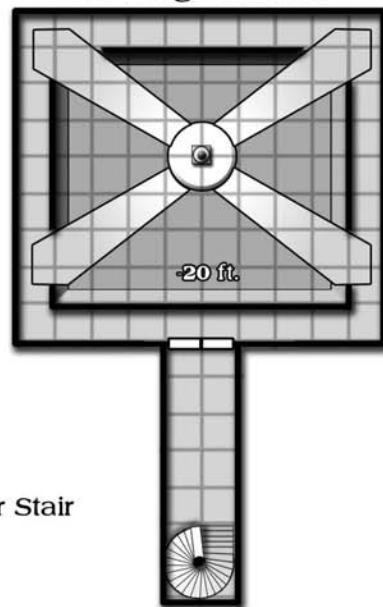
3. Wind Captain's Chair

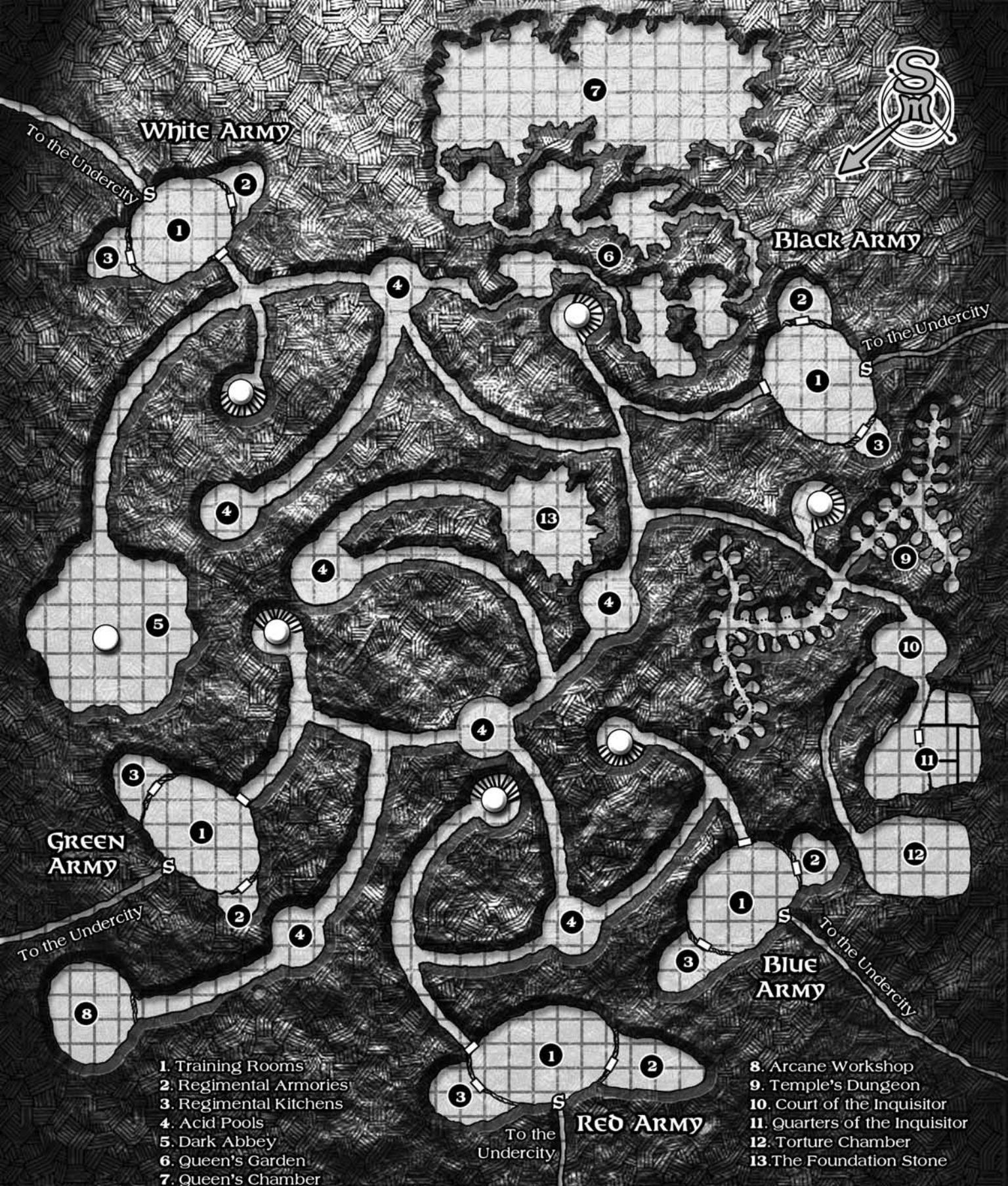


2. High Tower Stair

1. Entry Hall

5. Wings of Stone





- 1. Training Rooms
- 2. Regimental Armories
- 3. Regimental Kitchens
- 4. Acid Pools
- 5. Dark Abbey
- 6. Queen's Garden
- 7. Queen's Chamber

- 8. Arcane Workshop
- 9. Temple's Dungeon
- 10. Court of the Inquisitor
- 11. Quarters of the Inquisitor
- 12. Torture Chamber
- 13. The Foundation Stone

The Dark Queen's Temple

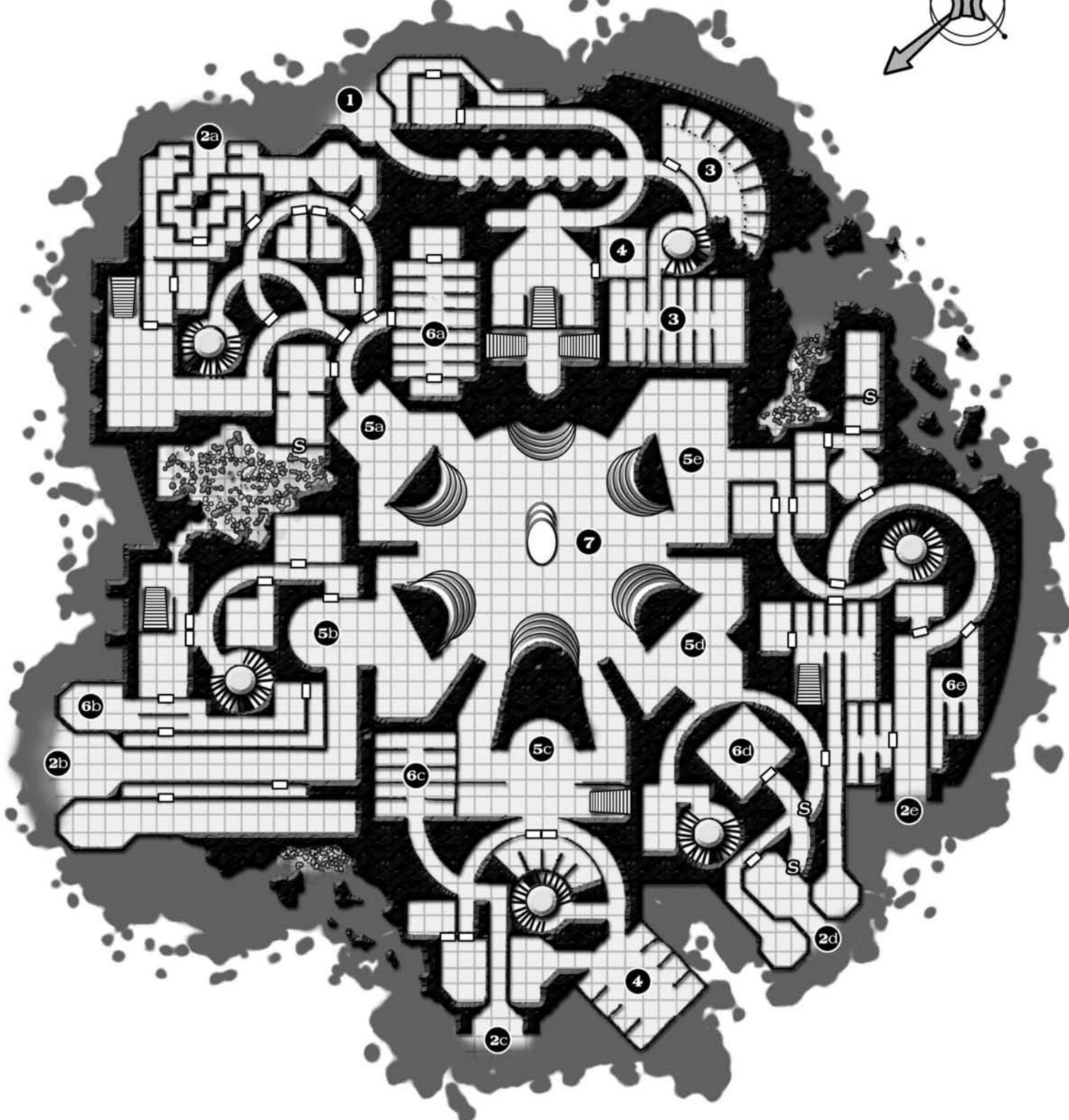
DUNGEON LEVEL

1 Square = 20 ft.

The Dark Queen's Temple

Main Level

1 Square = 10 ft.

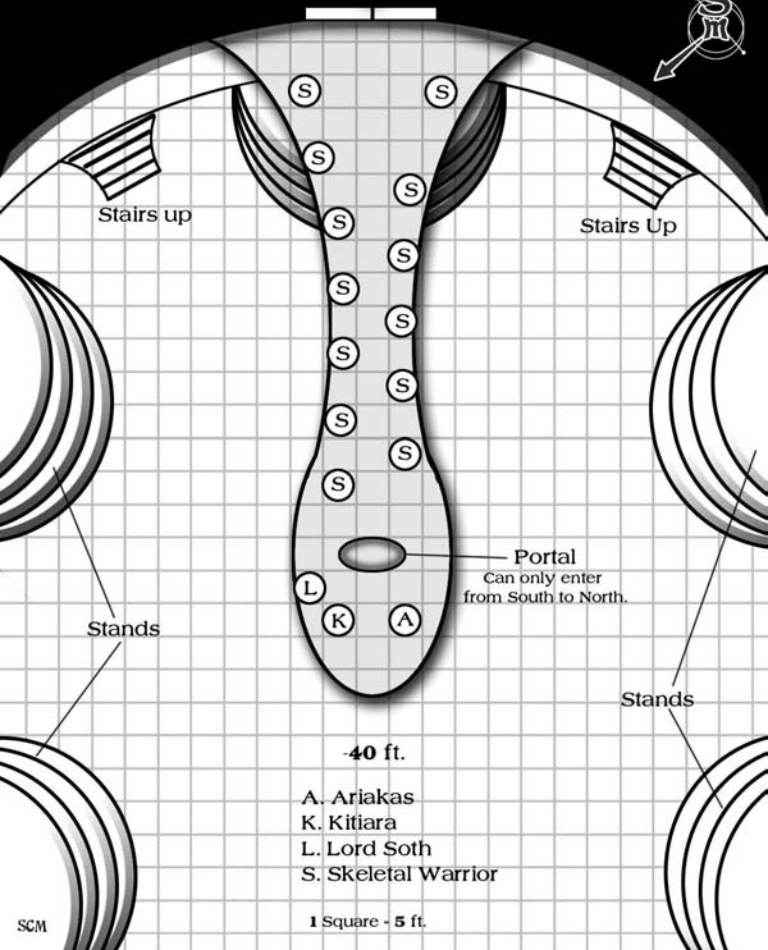


- 1. Temple Main Gate
- 2a. White Army Gate
- 2b. Green Army Gate
- 2c. Red Army Gate
- 2d. Blue Army Gate
- 2e. Black Army Gate

- 3. Dark Pilgrim Cells
- 4. Wine Cellars
- 5a. White Regimental Standards
- 5b. Green Regimental Standards
- 5c. Red Regimental Standards
- 5d. Blue Regimental Standards
- 5e. Black Regimental Standards

- 6a. White Regimental Barracks
- 6b. Green Regimental Barracks
- 6c. Red Regimental Barracks
- 6d. Blue Regimental Barracks
- 6e. Black Regimental Barracks
- 7. Council Chamber

DARK QUEEN'S PLATFORM



Stairs up

Stairs Up

Stands

Stands

Portal

Can only enter
from South to North.

-40 ft.

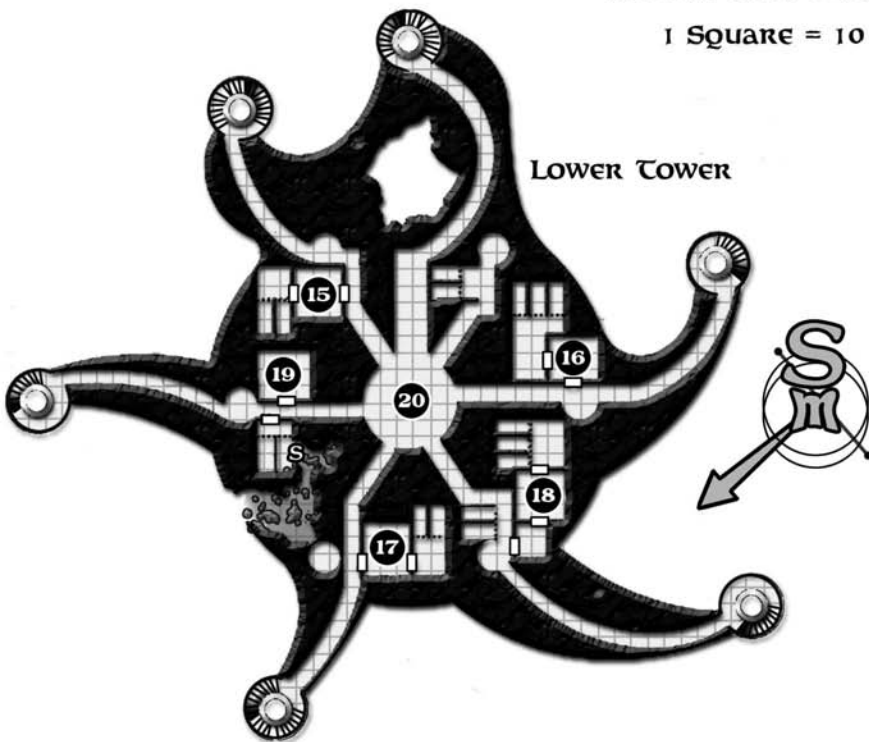
A. Ariakas
K. Kitiara
L. Lord Soth
S. Skeletal Warrior

1 Square - 5 ft.

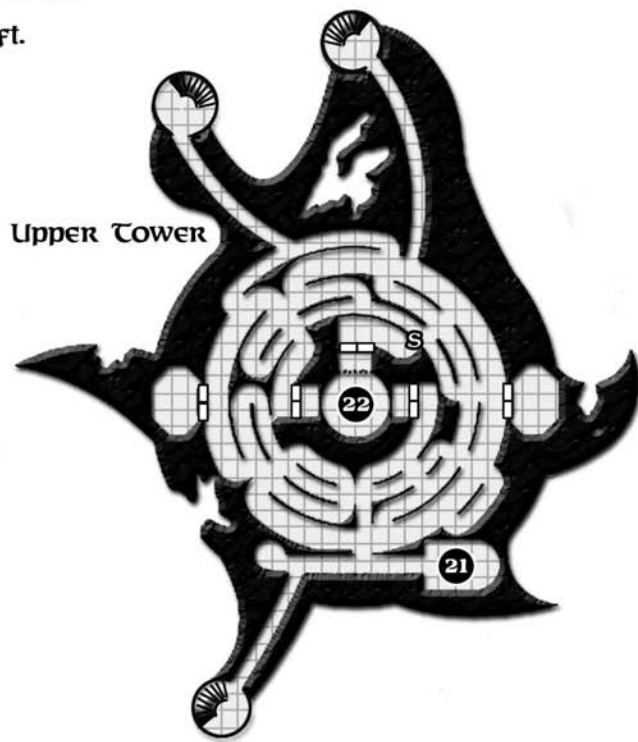
The Dark Queen's Temple

Tower Level

1 Square = 10 ft.



Lower Tower



Upper Tower

- 15. Toede's Apartment
- 16. Lucien's Apartment
- 17. Ariakas' Apartment
- 18. Kitiara's Apartment

- 19. Salah-Khan's Apartment
- 20. Long Drop
- 21. Chamber of Gorzaug
- 22. Anvil of Might

The Dark Queen's Temple

Upper Level

1 Square = 10 ft.



SCM

- 7.** Council Chamber, Second Floor
- 8a.** White Officers' Quarters
- 8b.** Green Officers' Quarters
- 8c.** Red Officers' Quarters
- 8d.** Blue Officers' Quarters
- 8e.** Black Officers' Quarters
- 9a.** White Army Council Chambers
- 9b.** Green Army Council Chambers
- 9c.** Red Army Council Chambers

- 9d.** Blue Army Council Chambers
- 9e.** Black Army Council Chambers
- 10a.** White Wall and Parapet
- 10b.** Green Wall and Parapet
- 10c.** Red Wall and Parapet
- 10d.** Blue Wall and Parapet
- 10e.** Black Wall and Parapet
- 11.** Abbey of Eternal Night
- 12.** Record Room

- 13a.** White Army Treasures
- 13b.** Green Army Treasures
- 13c.** Red Army Treasures
- 13d.** Blue Army Treasures
- 13e.** Black Army Treasures
- 14a.** White Army Ballroom
- 14b.** Green Army Ballroom
- 14c.** Red Army Ballroom
- 14d.** Blue Army Ballroom
- 14e.** Black Army Ballroom

City of Neraka

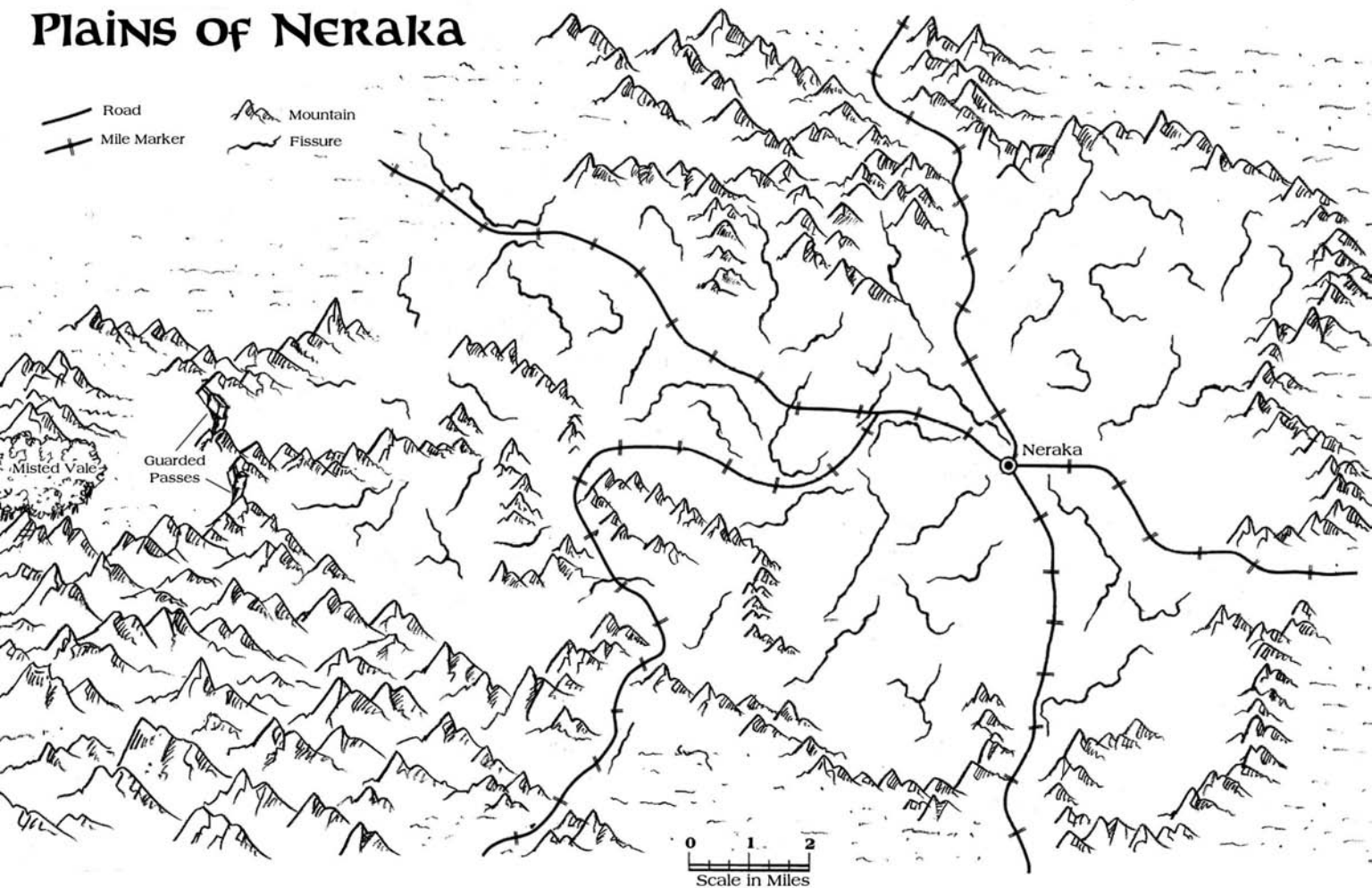
0 Distance in Feet 3,000



- 1. The Pen
- 2. Slaver Pens
- 3. The Pit
- 4. Hair of the Troll Tavern
- 5. Lute's Loot Pawnshop
- 6. Inn of the Broken Shield
- 7. Main Gate

- 8. Minor Gate
- 9. City Walls
- 10. Towers
- 11. Emperor's Court
- 12. Queen's Court
- 13. Temple Square
- 14. Arena of Death

Plains of Neraka



Undercity of Neraka

-  Sewer Entrance from Surface
-  Iron Grate
-  1. Upper Sewers
-  2. Spillway
-  3. Lower Sewer
-  4. Reservoir
-  5. Catacomb
- 6. Court of No Resort
- 7. Emperor's Cache



To Plains
west of city

To Plains
east of city

Temple
DUNGEONS



Silvanesti Nightmare



Heroes
start here

Black Stain

Thon-thalas

Shalost

Land of the
Ancestors

Dryad
Grove

Tears Crossing

Swampmire

Tears
Meeting

Tears
Parting

Silvanesti

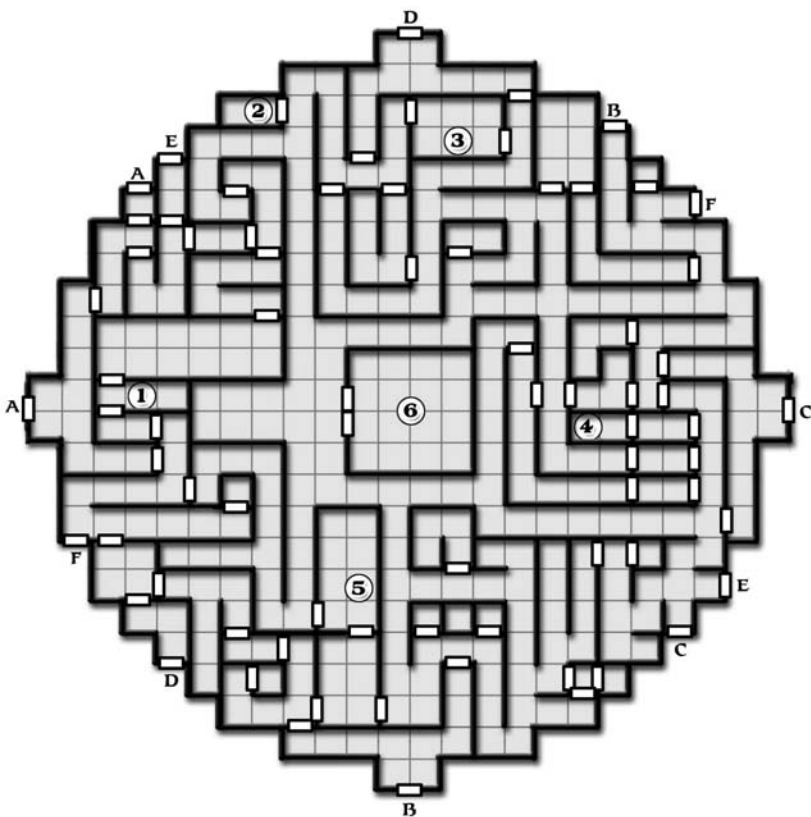
Quinaresti

Distance in Miles

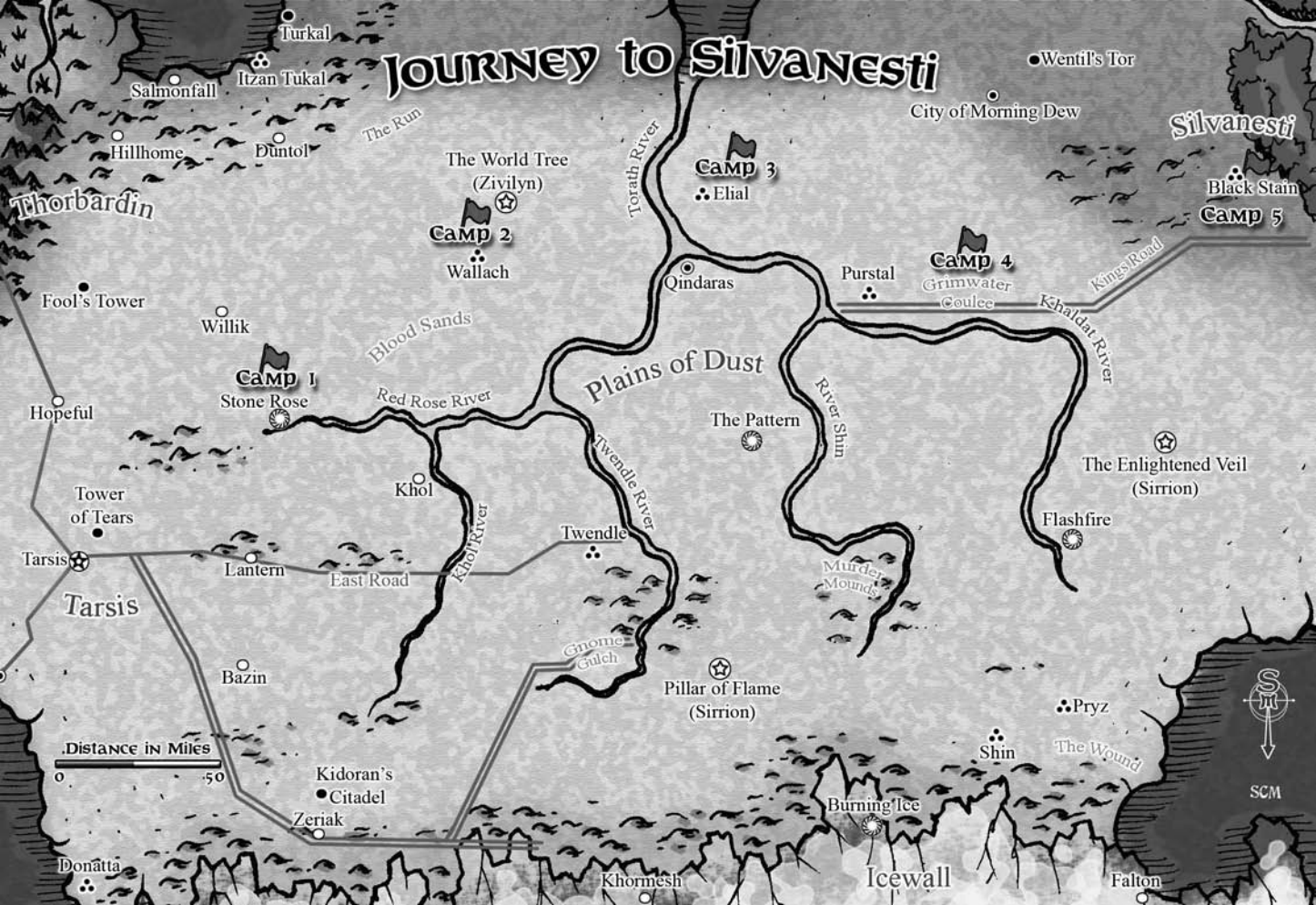
0 30

SCM

The ENDLESS Halls



Journey to Silvanesti



RED DRAGON INN



1 Square = 5 ft.

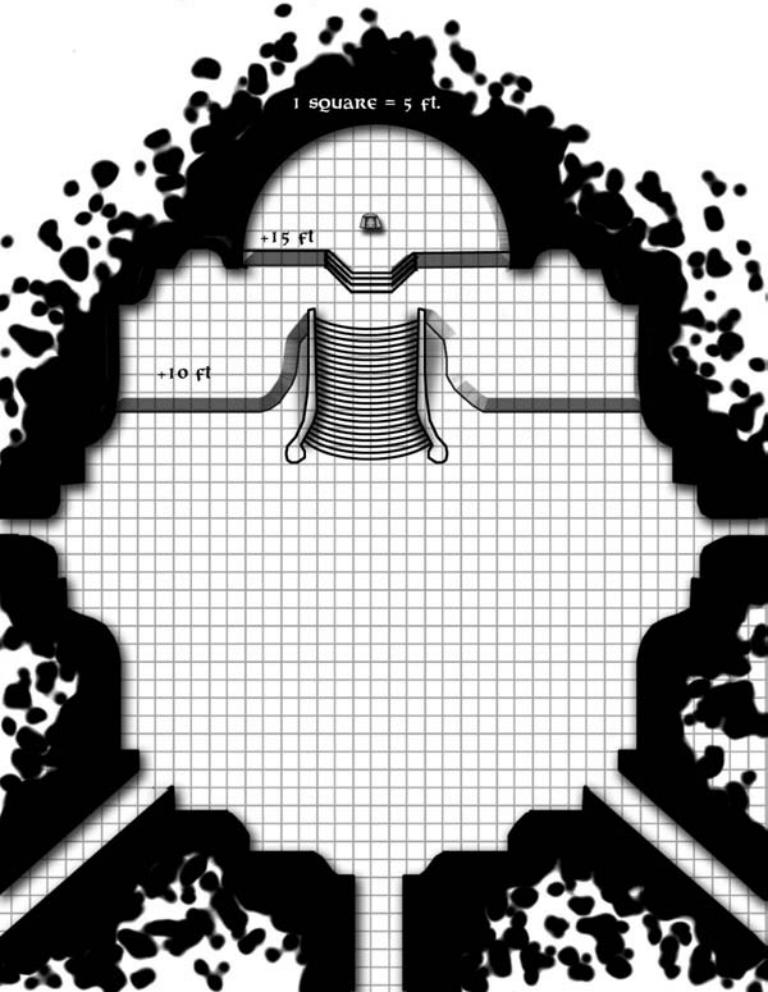
SCM

The Throne Room

1 square = 5 ft.

+15 ft

+10 ft



The Tower Doors

The Tower Doors

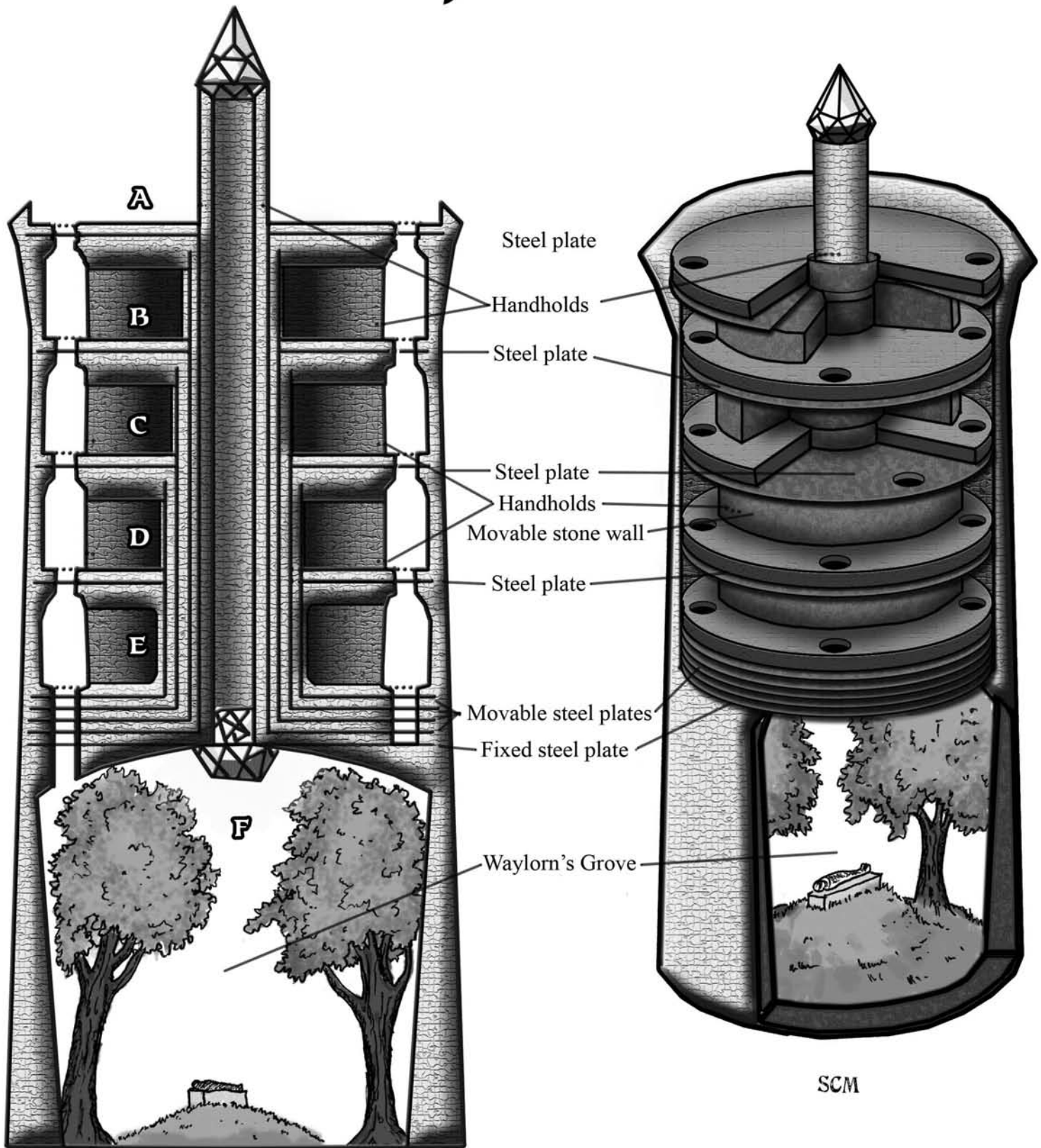
Stone Golems

Collapsed Ceiling

1 Square = 5 ft.

SCM

Shalost





DRAGONS OF SPRING

War of the Lance Campaign, Volume Three

The icy chill of darkness begins to melt as spring returns to Ansalon. In the West, the Dragonarmies are being held at bay for the moment, and the forces of good have rediscovered lost secrets that give them the small hope of victory. But in the East, evil gnaws at the heart of Ansalon. The Queen of Darkness is not easily defeated, and her armies of evil dragons surround strongholds that have been ripped from the earth and float in the sky. The elven kingdom of Silvanesti has been corrupted by terrible magic into a nightmare forest, where one cannot distinguish the dream from the real. Keys to victory might be found underneath the red waves of the Blood Sea of Istar, or given by the gods themselves in a place known as Godshome. Finally, the source of the evil must be confronted in Neraka or Takhisis will emerge to control the world of Krynn.

Dragons of Spring is a Dragonlance® adventure for the d20 System set in the War of the Lance era. It can be played as the starting point of a new campaign or continue the adventure starting with Dragons of Autumn and continued with Dragons of Winter. The adventure is designed for characters of 9th–11th level and requires the use of the War of the Lance sourcebook, the Dragonlance Campaign Setting, and d20 System core rulebooks from Wizards of the Coast.

This adventure product is a new presentation of the classic Dragonlance adventures first published over twenty years ago. The text incorporates two decades of information and updates from Dragonlance novels and games, including Dragons of Spring Dawning written by Margaret Weis and Tracy Hickman.

Cover by Larry Elmore



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